



# THE SECRETS OF RAVENMYRE

A BLOODBORNE INSPIRED THEME BOOK

**HOMEBREW**

A gothic, lovecraftian sourcebook filled with new character options  
inspired by arguably one of the best games of all times

# THE SECRETS OF WYNEVERE

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# PART 1

The Hunter Class





# THE HUNTER

AS IT AVOIDS AN ATTACK, AN ELF IN DARK CLOTHES places their longsword inside its enormous metal scabbard, and with a sharp noise they join to form a greatsword. Following her, a woman in elegant clothes presses a button on her sharp metal cane, and it divides to become a bladed whip. As it runs towards a horrible, aberrant beast, a nimble dwarf charges a high caliber pistol and shoots to its head, interrupting a great attack, while a human feet away conjures a stream of blood over its blade and jumps towards the staggered beast with bestial fury.

Be it hunting down a powerful werewolf, bringing down a vampire lord, or killing a beholder, Hunters are always ready to face the biggest, and most horrible threats the world has to offer. Although they may be fragile compared to other warriors, their determination in battle allows them to hold their ground against the most fearsome foes.

They are able to craft extremely complex yet effective weapons to do this job, and harness their pain into great primal strength, driven by blood, regardless of it is their opponents's, or themselves's.

## CHASING NIGHTMARES

For hunters, fighting is not merely a job, but a tradition, or even a ritual. They await their hunts patiently, working deep within their workshops, crafting weapons and traps, ready for the moments when the beasts appear, when they heed the call of the night and leave their hideouts to bring down the aberrations that plague the world with great bliss.

However, bloodlust leads to madness, and due to their constant interaction with both great beasts and powerful entities, there are many hunters who ended up becoming the very beasts they oathed to destroy.

### THE HUNTER

Level	Proficiency	Features	Modification Slots	Beasthood
1st	+2	Trick Weapons, Beasthood	-	2d6
2nd	+2	Rally	-	2d6
3rd	+2	Modifications, Hunter's Workshop	1	3d6
4th	+2	Ability Score Improvement	1	3d6
5th	+3	Extra Attack	2	4d6
6th	+3	Workshop Secrets	2	4d6
7th	+3	Quicksilver Bullets	2	5d6
8th	+3	Ability Score Improvement	2	5d6
9th	+4	Step	3	6d6
10th	+4	Workshop Secrets	3	6d6
11th	+4	Firearm Parry	3	7d6
12th	+4	Ability Score Improvement	3	7d6
13th	+5	Hunter's Dream	4	8d6
14th	+5	Workshop Secrets	4	8d6
15th	+5	Inhuman Perception	4	9d6
16th	+5	Ability Score Improvement	4	9d6
17th	+6	Eyes on the Inside	5	10d6
18th	+6	Visceral Attack	5	10d6
19th	+6	Ability Score Improvement	5	11d6
20th	+6	Neverending Nightmare	5	11d6

## CLASS FEATURES

As a Hunter you gain the following class features

### HIT POINTS

**Hit Dice:** 1d8 per Hunter level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 6) + your Constitution modifier per Hunter level after 1st

### PROFICIENCIES

**Armor:** Light armor

**Weapons:** Melee martial and simple weapons and firearms

**Tools:** Smith tools

**Saving Throws:** Dexterity, Strength

**Skills:** Choose two from Insight, Acrobatics, Athletics, Arcana, Insight or Perception

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a martial weapon or (b) a trick weapon made of two simple weapons
- A pistol and 20 bullets
- Leather armor, an explorer's pack, traveler clothes and a set of smith tools

## TRICK WEAPONS

As a hunter, you learn to use a certain knowledge over complex machinery to develop special artifacts known as trick weapons. You can work a whole day, provided that you have a set of smith's tools to combine two melee weapons you are proficient with into a single one.

The result is a trick weapon that possesses a mechanism which allows you to switch between two modes, each consisting of one of the weapons used. You can change the weapon's mode as an object interaction action on your turn. You are proficient with a trick weapon only if you are proficient with both of its modes, but they count as having the Unwieldy property for anyone that does not have this feature.

With a trick weapon, each mode keeps the properties they had as a single separated weapon, and they only apply while active. You can't combine a weapon with the finesse or light property with a weapon with the heavy property, and if any of the modes has the heavy property, both modes have it. The final weight of a trick weapon is the sum of the two weapons used.

When one of your modifications calls for a saving throw, the DC equals 8 + your proficiency modifier + your strength or dexterity ability modifier

## BEASTHOOD

Hunters learn how to harness the power that lies within blood, an everlasting stream of ferocious primal force which, when unleashed, can be turned into a powerful and savage weapon. Hunters are born from blood, and they indulge in it to become terrifying beasts.

You have a number of beasthood dice, as shown in the Hunter's table. On your turn, you can use your bonus action to cause harm to yourself,

releasing your blood and driving yourself into a frenzied state. Roll up to 3 beasthood dice, you take necrotic damage equal to the result, which can't be reduced in any way, and until the end of your next turn, you deal that same amount of additional damage on each attack and your movement speed is increased by 15 feet

You recover all expended beasthood dice on a short rest.

## RALLY

At 2nd level, your aggressive bloodlust keeps you standing even when under terrible pain, as long as you don't slow down.

When you hit a creature with a melee attack you recover HP equal to half the damage dealt.

However, the maximum amount of HP you can recover this way equals to half the amount of damage you have taken since the start of your last turn, and only if you haven't received any other form of healing.

## MODIFICATIONS

When you reach 3rd level, you learn to add powerful modifications to your trick weapons that can make them more powerful. In order to add a modification to a trick weapon, you must spend at least 4 hours working on it, and spend 10 gp. The maximum amount of modifications you can add to a trick weapon is stated on the modification slots column of the hunter's table.

You can choose from the following modifications at 3rd level:

- **Charged attack:** As a bonus action on your turn, you can prepare an attack with your weapon against a creature you can see. If you hit that creature with your next attack before the end of the round, you can deal additional damage equal to your strength modifier.
- **Quick mechanism:** If you use your object interaction to switch modes, you can switch again before your turn ends without having to use an action.
- **Serrated:** Attacks made with this weapon deal an additional 1d6 points of damage against monstrosities and fiends



- **Righteous:** Attacks made with this weapon deal an additional 1d6 points of damage against aberrations and undead

## HUNTER'S WORKSHOP

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In most cases, hunters learn their skills and gain their knowledge from workshops. Hunter's workshops are congregations of hunters that join together to share secrets, techniques and weaponry.

When you reach 3rd level, you learn your first workshop secret, which consists of a modification and a way to craft trick weapons, and begin your ascension as a member of the congregation.

Although you chose your hunting workshop at level 3, you always belonged to it, you just began to learn its unique teachings.

## ABILITY SCORE IMPROVEMENT

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When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

## EXTRA ATTACK

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Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## WORKSHOP SECRETS

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At 6th level, you gain a feature granted by your subclass as well as the following modification options:

- **Magical Steel:** Through ancient rituals, your trick weapon becomes magical, and gains a bonus to attack rolls and damage rolls of +1.
- **Hardsteel:** You harden the steel of your weapon, making it stronger but heavier. You increase the damage dice of your weapon, but it gains both the heavy and two-handed property, and if any mode had the finesse or light property, it loses it. (this modifier does nothing with modes that already had the heavy property)
- **Switch attack:** If you switch modes, your next attack before the end of your turn has advantage
- **Bloodgem (Tear):** While you are holding this weapon, you gain a bonus of +1 to your wisdom, intelligence and charisma saving throws

## QUICKSILVER BULLETS

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Starting at 7th level, you learn to conjure bullets made of a mixture of quicksilver and your own blood. As a bonus action, you can spend 1 beasthood dice. You take necrotic damage equal to the result, and you gain 5 pieces of firearm ammunition.

This ammunition grants you advantage on attack rolls against shapechangers, and they disappear after striking your target

## ABILITY SCORE IMPROVEMENT

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When you reach 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

## STEP

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Once you reach 9th level, you become fast enough to escape some damage.

As a reaction when you receive an attack or are targeted by a harming effect from a creature you can see, you can move up to 10 feet in any direction, without triggering opportunity attacks. If the space you end is away from the reach of the attack or the area of effect, you take no damage.

Once you use this feature, you can't use it again until you finish a short rest.

## WORKSHOP SECRETS

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At 10th level, you gain a feature granted by your subclass, as well as the following modification options:

- **Poison edge:** The edges of this weapon are poisoned. Every time you hit a creature with this weapon it must succeed on a constitution saving throw or be poisoned until the start of your next turn
- **Bloodgem (Sharpness):** This weapon deals an additional 1d6 points of slashing damage
- **Reinforced Magical Steel:** Through ancient rituals, your trick weapon becomes magical, and gains a bonus to attack rolls and damage rolls of +2 (incompatible with Magical Steel).

## FIREARM PARRY

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Starting at 11th level, as a reaction when a creature you can see makes a melee attack, you can make an attack against it with a loaded firearm weapon you have in hand. If you are within 5 ft. of the creature, it doesn't



take damage, but it must succeed on a constitution saving throw against your modification DC or be incapacitated until the start of its next turn.

## ABILITY SCORE IMPROVEMENT

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When you reach 12th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

## THE HUNTER'S DREAM

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At 13th level, you learn to create your own safe space to rest between your hunts and prepare for your fights.

You can create an extradimensional space with an entrance that appears within 30 ft. of you. It takes the form of an open space of no more than 250 feet in diameter, with a building no more than half that space, that contains basic furniture and a creature created along with it to act as servant and magically hold the place together.

Both this servant and any object created by this feature can't leave this space, and while inside of it a creature is unreachable by anyone that is outside. Every day you have to spend two hours performing rituals that keep the place existing, and you can extend it to four hours to transport the entrance to a place within 30 ft. of you.

If the place is not held together this way, it implodes after 24 hours, and all objects and creatures that didn't belong to it are expelled to the nearest space from the entrance.

## WORKSHOP SECRETS

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At 14th level, you gain a feature granted by your subclass as well as the following modification options:

- **Bloodgem (Bloom):** While you are wielding this weapon, your passive perception increases by 5 points
- **Legendary Magical Steel:** Through ancient rituals, your trick weapon becomes magical, and gains a bonus to attack rolls and damage rolls of +3 (incompatible with Magical Steel).

## INHUMAN PERCEPTION

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At 15th level, your contact with powerful entities has given you a deep insight into the universe that makes you more perceptive than other people.

You can add your constitution ability modifier to your passive perception.

Additionally, you gain proficiency on the Wisdom(Perception) and Wisdom(Insight) skills, and if you are already proficient, your proficiency doubles for any ability check that uses that skill

As an action you can spend two beasthood dice to become aware of the presence of any fey, aberrations or undead creatures within 30 feet of you

## ABILITY SCORE IMPROVEMENT

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When you reach 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

## EYES ON THE INSIDE

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When you reach 17th level, your interaction with powerful forces of nature has allowed you to cultivate eyes within your brain, which allows you to see forbidden truths

You gain truesight up to 20 feet, and you are immune to the effects of madness as well as the frightend condition

## VISCERAL ATTACK

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Once you reach 18th level, you have become a legend among hunters, and you know all their techniques, including their most powerful attacks. When you attack a creature that is incapacitated, your attack is a critical hit, and you recover all hp your Rally allows to.

The creature you hit ceases to be incapacitated afterwards.

## ABILITY SCORE IMPROVEMENT

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When you reach 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

## NEVERENDING NIGHTMARE

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At 20th level, the hunt has become a part of your very soul trapping you into an endless cycle of life and death.

Once a day, if you die through non-natural means and you have a Hunter's Dream active, you revive inside of it with 1 hp left.

# HUNTER WORKSHOPS

## TRADITIONAL WORKSHOP

The traditional workshop was the first one to be founded, and thus the oldest one. It is home to countless hunters, and their teachings are crude and savage, but they see the hunt as their biggest tradition, and they are the most ceremonial of all hunters.

When you chose this workshop at 3rd level, you gain the following modifications:

- **Concealed:** You can add this modification to a trick weapon that has either a simple weapon or a finesse weapon. While in one of those modes, the weapon is concealed to look like a mundane elegant artifact, like a walking cane.
- **Tear off:** This crude weapon can destroy natural defenses, thus ignoring beast's and aberration's resistance against non-magical, non-silvered slashing piercing and bludgeoning damage.

As a traditional hunter, your weapons gain an additional modification slot since 3rd level. However, you don't apply modifications normally. When you add a modification to a trick weapon, instead of affecting the whole weapon, it only applies to a particular mode of it, and therefore its effects only work when that mode is active.

## STRIKE AND SWITCH

When you reach 6th level, you learn to use your trick weapons more effectively, switching modes as you attack.

After you make a melee attack with one of your trick weapons, you can switch modes before making your second attack, and if you do, you gain a bonus to your attack roll equal to half your proficiency rounded down.

## STRENGTH IN NUMBERS

Traditional Hunters know very well that cooperation is necessary to overcome the most powerful foes.

Once you reach 10th level, while you are fighting a creature that is large or larger sized, or at least three creatures that are medium sized, you gain a bonus to your wisdom and constitution saving throws equal to the number of allied creatures within 20ft.

## OLD HUNTER'S SECRETS

At 14th level, you gain knowledge of ancient forms of fighting that are as old as the very foundations of your workshop.

When you use the attack action, if your any of your attacks misses, you can use your bonus action to make a third attack, and if at least two attacks hit, the creature must succeed on a constitution saving throw with the same DC as your firearm parry or be incapacitated until the start of its next turn. Once a creature is incapacitated this way, it becomes immune to it for 24 hours.

## HOLY WORKSHOP

Born from a forgotten church, the holy workshop is home to many hunters that see the hunt as a sacred mission, and they learnt to channel divine powers through their bestiality. The holy hunters usually pray to ancient unspeakable entities far above human perception, and hold a special empathy for aberrations.

When you choose this workshop at 3rd level, you gain the following modifications:

- **Arcane:** You alter your weapon to be guided by your faith. You can use your wisdom modifier for your attack rolls and damage rolls made with this weapon.
- **Lightmetal:** Your weapon is crafted to be unusually lightweight. A trick weapon with this modification either loses the heavy property or gains the light property

As a hunter from the church, you can craft excessively complex trick weapons that bypass some limitations.

You can effectively combine two normally incompatible weapons when crafting a trick weapon, however, this method of crafting involves an excessively complex way to change modes, such as having two separate pieces, one of which is a weapon on itself and the other a complement to form the second mode.

Because of this, you must use your bonus action to switch modes when using this kind of trick weapon.

## BEASTLY RECOVERY

When you reach 6th level as a holy hunter, you gain the following modification:

- **Fire edge:** You alter your weapon to burn uncontrollably. While in this mode, all your weapon damage becomes fire damage, and it deals 1d4 additional damage.

Additionally, as a bonus action, you can spend any number of beasthood dice, and recover hp equal to the result

Once you use this feature, you can't use it again until you finish a long rest



## SACRED FIRE

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At 10th level, you gain the following modifications:

- **Moonlight force:** You must add this modification when you craft the weapon applying it to a single of the weapon's modes, and it cannot be removed. The mode you modify this way is destroyed. However, the weapon gains a second mode that when active grows a magical edge that replicates the one destroyed. It has a range 5 ft. larger than its natural one, and it deals force damage equal to that weapon's damage die plus your wisdom ability modifier.

Additionally, while your beasthood is active, you deal additional fire damage with each of your attacks equal to your proficiency bonus.

All fire damage dealt by you while your beasthood is active ignores resistances and immunities.

## MAN AND BEAST

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At 14th level, what you learnt from the almighty creatures you worship has left you at the very edge of becoming a beast yourself.

You can cast the misty step spell once a day with this feature, and you can cast it as a part of the Step feature.

When you activate your bestiality, you can reduce your maximum hp by the amount of necrotic damage you would have taken, and increase its duration to one minute. You can use this feature once a day, and each time you use it again before making a long rest gives you a long-term madness effect.

You recover your hp maximum after a short rest

## FIREДУST WORKSHOP

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The firedust hunters are perhaps the most unorthodox of all of them. They love flames and big explosions as well as experimentation with the strangest methods of ranged combat. They tend to use firearms much more often than other hunters.

When you choose this workshop at 3rd level, you gain the following modifications:

- **Shotgun:** This firearm uses twice as many bullets for each shot. However, when you shoot with it, if there are any creatures on a 10ft cone in front of you, they must succeed on a dexterity saving throw or take piercing damage equal to the weapon's damage (without your damage modifier).
- **Sniper:** The range of this firearm increases by 200 ft. and its short range decreases by 20 ft.

As a firedust hunter, you can effectively create trick weapons that double as ranged firearms. When you

create your trick weapon, you can replace one of its parts with a firearm weapon. The weapon has to have the load property, and the resulting trick weapon must be in its firearm mode every time you want to charge ammunition on it.

## DUELIST

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At 6th level, you learn how to aim and shoot with your firearms without stopping your actions. When you make a melee attack with one of your trick weapons, you can make an attack with a firearm weapon as a bonus action. You don't have disadvantage if you are within 5 ft. of your target when you use this attack.

## EXPLOSIVE POWER

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You provide all your weapons a unique way of dealing destructive damage quickly.

Starting at 10th level, as an action roll a number of your beasthood dice equal to your proficiency modifier. Every creature on a 20 ft range on a spot you can see within your trick weapon's firearm's range must make a dexterity saving throw, taking fire damage equal to the result plus the firearm damage dice on a failed save, or half as much on a successful one.

Once you use this feature, you can't use it again until you spend a long rest recharging it.

## WORLD AFLAME

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At 14th level, you have unlocked the most wicked and unorthodox methods of building firearms.

When you create or modify a trick weapon with a firearm, you can give it one of the following properties:

- **Semi Automatic:** Every time you make an attack with this firearm. you can consume up to three times the amount of bullets, and increase the weapon's damage by one dice each.
- **High caliber:** When you use your Firearm Parry feature, you can both harm and incapacitate the target as long as you shoot from within your weapon's short range.
- **Hand Cannon:** This weapon deals 3d12 fire damage on impact, but you can only use it once per round, and it consumes five bullets per shot.

## VILEBLOOD WORKSHOP

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The vileblood workshop origins from an ancient cast of knights, that took on the art of the hunt to beastly feed on the blood of their enemies. They are the most violent group of hunters, vile dominators that carry a horrid corruption within their blood



When you choose this workshop at 3rd level, you gain the following modification options

- **Bloodlust Edge:** While your beasthood is active, the range of this weapon increases by 10 feet, as it gains an edge made of your own blood
- **Corrupted Edge:** Every time you hit a creature with this weapon, it takes an additional 1 point of necrotic damage, and you recover 1 hit point

As a Vileblood hunter, you learn to don yourself with heavier suits of armor, more proper for a knight than a hunter. You gain proficiency in medium armor and shields

## BLOOD DRAIN

Starting at 6th level, every time you kill a creature, you can consume its blood as a bonus action to gain advantage on attack rolls against creatures of its same creature type until the end of your next turn.

## BLOOD SCATTER

When you reach 10th level, every time you deal slashing damage to a creature within 15 feet of you, you can deal an additional 2d6 necrotic damage, and the creature must succeed on a Constitution saving throw or be incapacitated until the start of its next turn.  
Once you use this feature, you can't use it again until you finish a short rest.

## BLOOD HOUND

Once you reach 14th level, every time a creature you can see takes damage, you can use your reaction to move up to your movement towards that creature and, if you end within 5 feet of that creature, you can make a melee weapon attack against it as part of the same reaction.

## STAR WATCHER WORKSHOP

The star watcher workshop originates from a separate branch of the holy workshop. It is conformed by astronomers and sages, who seek to uncover the secrets of the eldritch truth. "...It all originated through a question, what if the cosmos is just above our heads?"

When you choose this workshop at 3rd level, you gain the following modification options:

- **Rosmarinus:** After you make an attack with this weapon, a 5 feet wide, 5 feet long line in front of you is filled with white smoke for 1 minute. A creature that begins their turn within this smoke takes 1 point of force damage. After you attack again, the last line of smoke you made dissipates

## SPELLCASTING

When you reach 3rd level, you learn to summon the power of the cosmos to cast a limited number of spells

**Cantrips.** You learn two cantrips of your choice from the warlock spell list. You learn an additional warlock cantrip of your choice at 10th level

**Spell Slots.** The Star Watcher Spellcasting table shows how many spell slots you have to cast your warlock spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

**Spells Known of 1st-Level and Higher.** You know three 1st-level warlock spells of your choice

The Spells Known column of the Star Watcher Spellcasting table shows when you learn more warlock spells of 1st level or higher. The spells must be of a level for which you have spell slots.

**Spellcasting Ability.** Intelligence is your spellcasting ability for your warlock spells, since your spells represent a form of eldritch knowledge. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier

### STAR WATCHER SPELLCASTING

Level	Cantrips Known	Spells Known	— Spells Slots per Spell Level —			
			1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

## AUGUR OF THE STARS

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Starting at 6th level, as an action, you learn to rip open a breach in the fabric of reality, conjuring briefly a powerful, explosive demonstration of the things beyond. As an action, you can spend a spellslot, you can summon tentacles from the far realms. Every creature on a 5 feet wide, 10 feet long line in front of you must make a constitution saving throw (against either your spell save DC or your modification DC), taking force damage equal to 2d8 per level of the spell slot used and being incapacitated until the start of its next turn on a failed one, or half as much and not being incapacitated on a successful one.

## HUNTER'S BONE

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Once you reach 10th level, you learn the misty step spell, and you can cast it once a day without using a spellslot. Additionally, you can cast the misty step spell as part of the reaction of your Step feature

## A CALL BEYOND

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When you reach 14th level, you uncover a mystical secret that allows you to summon a barrage of shattering stars upon your enemies. As an action, you can make every creature within 30 feet of you to make a dexterity saving throw (Against either your spell DC or your modification DC), taking 8d6 points of force damage and be knocked prone on a failed one, or half as much and not being knocked prone on a successful one. Once you use this feature, you can't use it again until you finish a long rest.



# PART 2

Subclasses





# OATH OF THE SCORNED PALADIN

**P**ALADINS WHO TAKE THE OATH OF THE SCORNED know that the biggest strength comes from the biggest suffering, and that only those who endured the worst hardships will rise to take the leashes of their own destiny. Sometimes these paladins have endured this suffering themselves, and are tempered like the best steel, and sometimes they seek to aid those who are suffering in their path to salvation and freedom. It is said that this oath tracks all the way back to the god of dominion and chaos himself, and that only those who endured the strike of his spiked whip could attain his blessing and take the sacred oath.

## Tenets of the scorned

A paladin of the scorned will always seek to follow these tenets

**Never fear pain.** Pain and hardship makes you stronger, never flee from what makes you suffer, face it

**Inflict pain.** Inflict honest, purifying pain on your enemies, allow them to suffer the scorn

**Don't shun the scorned.** Embrace and care for those who are cast away, and those who are in pain

**Encourage the suffering.** Care for those in pain, but encourage the painful path that brings strength and salvation

**Freedom is won by strength.** Those who are strong enough to take the leashes of their destiny are the ones who deserve to be truly free

## OATH SPELLS

You gain oath spells at the levels listed

### OATH OF THE SCORNED SPELLS

Paladin Level	Oath Spells
3rd	Arms of Hadar, Inflict Wounds
5th	Branding Smite, Spike Growth
9th	Hunger of Hadar, Vampiric Touch
13th	Death Ward, Shadow of Moil
17th	Dominate Person, Immolation

## CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

**Inflict pain.** Immediately after you hit a creature with an attack you can use your channel divinity as a bonus action to cause crimson thorned vines to lash out at your target, causing it searing pain. The creature you hit must succeed on a constitution saving throw or take 1d6 slashing damage and having disadvantage on attack rolls until the start of your next turn

**Purifying pain.** As a reaction when you take damage, you can use your channel divinity to reduce the damage by 1d10 + your constitution modifier, and gain advantage on your next attack roll.

## SEARING AURA

Starting at 7th level, you project an aura of searing, hindering pain that hurts your enemies. While you are not incapacitated, enemy creatures take slashing damage equal to your charisma modifier when they start or end their turn within 10 feet of you (but only once per turn), and their speed is reduced by 5 feet. When you reach 18th level, your aura increases to 30 feet.

## SPIKED WHIP

Begging at 15th level, when you take the attack action, you can forgo one of your attacks to cast the Thorn Whip cantrip.

If you hit a creature with the Thorn Whip cantrip by using this feature, you gain temporary hitpoints equal to your constitution modifier

## SCORNED MASTER

At 20th level, you can use a bonus action to become the living embodiment of dominion and purifying pain. For 1 minute, you gain the following benefits.

- Every time you take damage, you gain temporary hitpoints equal to half the damage you took to your hit points
- Every time a creature attacks you, thorny vines sprout from your body in retribution, causing 2d8 magical piercing damage to the creature
- When you successfully land a melee attack on a creature you can see, the creature has disadvantage on its next attackroll

Once you use this feature, you can't use it again until you finish a long rest

# PACT OF THE RAVEN QUEEN WARLOCK

**Y**OUR PATRON IS A RAVEN QUEEN, AN ENTITY OF great power whose domain extends all across Ravenmyre. These women have a deep, eldritch understanding of the world, as they can see beyond the human sphere of perception.

Warlocks of a raven queen swore to serve their mistress, carrying her will across the land, and working towards their mysterious objectives. Due to their posture against the church, warlocks of the raven queen will be hunted and persecuted by the theocracy, as well as their mistresses, but they must endure this scorn if they wish to achieve the enlightenment their masters promise.

*This Subclass is an adaptation of the Unheated Arcana subclass "The raven queen" published on February 12th 2017*

## EXPANDED SPELL LIST

The Raven Queen lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

### RAVEN QUEEN EXPANDED SPELLS

Spell Level	Spell
1st	False Life, Dissonant Whispers
2nd	Blur, Silence
3rd	Bestow Curse, Lightningbolt
4th	Phantasmal Killer, Storm Sphere
5th	Dawn, Rary's Telepathic Bond

## SENTINEL RAVEN

Starting at 1st level, you gain the service of a spirit sent by the Raven Queen to watch over you. The spirit assumes the form and game statistics of a raven, and it always obeys your commands, which you can give telepathically while it is within 100 feet of you.

While the raven is perched on your shoulder, you gain darkvision with a range of 20 feet and a bonus to your passive Wisdom (Perception) score and to Wisdom (Perception) checks. The bonus equals your Charisma modifier.

While perched on your shoulder, the raven can't be targeted by any attack or other harmful effect; only you can cast spells on it; it can't take damage; and it is incapacitated.

You can see through the raven's eyes and hear what it hears while it is within 100 feet of you. In combat, you roll initiative for the raven and control how it acts.

The raven doesn't require sleep. While it is within 100 feet of you, it can awaken you from sleep as a bonus

action. The raven vanishes when it dies, if you die, or if the two of you are separated by more than 5 miles.

At the end of a short or long rest, you can call the raven back to you—no matter where it is or whether it died—and it reappears within 5 feet of you.

## SOUL OF THE RAVEN

At 6th level, you gain the ability to merge with your raven spirit.

As a bonus action when your raven is perched on your shoulder, your body merges with your raven's form. While merged, you become Tiny, you replace your speed with the raven's, and you can't attack nor cast spells.

During this time, you gain the benefits of your raven being perched on your shoulder. As an action, you and the raven return to normal.

## RAVEN'S SHIELD

At 10th level, the Raven Queen grants you a protective blessing. As long as your raven sentinel is still alive and hasn't vanished, you gain advantage on death saving throws, immunity to the frightened condition, and resistance to lightning damage.

## RAVEN SIGHT

When you reach 14th level, your raven queen grants you a fragment of her gnosis, allowing you to see the world in a manner similar to her. You can double your proficiency bonus on any Wisdom (perception) ability check, and you gain truesight up to 5 feet. If you close your eyes, you can see into the ethereal plane up to 10 feet.



# NIGHTMARE SEEKER RANGER

**N**IGHTMARE SEEKER RANGERS ARE HUNTERS OF the deep dreams, chasers of oniric beings that seep into the waking world to prey on the mortal minds. To aid them in their fights, the nightmare seekers learns forms of fighting that allows them to slip between the cracks of the veil that separates the physical world and the oniric plane

## NIGHTMARE SEEKER MAGIC.

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Nightmare Seeker Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

### NIGHTMARE SEEKER SPELLS

Level	Proficiency Bonus
3rd	Sleep
5th	Misty Step
9th	Hypnotic Pattern
13th	Banishment
17th	Dream

## DREAM TRACES

Starting at 3rd level, you learn to perceive and follow the subtle traces of dreams left behind by other creatures.

As a bonus action, you can know if any creature has slept within 60 feet of where you are in the last 5 days. If you detect a creature this way, you can mark it. You know in which direction that creature departed after waking up, and you gain advantage on ability checks made to track that creature for the next 24 hours. Once you mark a creature, you can't use this feature again until you finish a long rest.

## NIGHTMARE SLAYER

The first time on each of your turns that you make a melee attack against a creature you can see, it takes 1d6 more psychic damage. If the creature is an aberration, it takes 1d6 additional damage and can't take reactions until the start of its next turn

## MIND PROTECTION

The dreams that shape your mind are protected against the forces of external creatures that may attempt probe inside

When you reach 7th level, you gain resistance to psychic damage, and your thoughts can't be read by magical means and your memories and dreams cannot be altered

## ONIRIC BLADE

Once you reach 11th level, you learn to summon a spectral blade made of dream essence to strike the minds of your enemies.

When you take the attack action on your turn, you can use a bonus action to make a third attack against a creature within 15 feet of you. If the attack hits, the creature takes 1d8 points of psychic damage + your wisdom modifier.

## ONIRIC SPACE

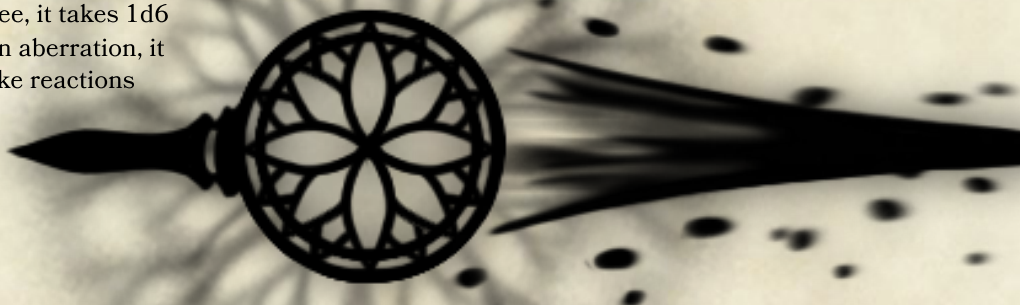
When you reach 15th level, you discover a way to slash open a rift into the oniric space to escape danger and isolate your prey.

As an action, you and every creature you choose within 30 feet of you are teleported to an enclosed space between planes.

This space is an infinitely large cube, which can not be exited or entered by normal means.

You choose where the creatures appear in this space in a place that is on the floor and within 60 feet of you.

After 1 minute, when you die, or as a bonus action, the space implodes, dropping all creatures inside back to the material plane unharmed. The creatures appear in the same spot they were before being teleported





# PART 3

Character Options





# PLAYER RACES



THE FOLLOWING ARE A SET OF NEW RACES, created mainly to be used in the setting of Ravenmyre, but which can easily be ported to any setting at the DM's discretion. Some of them, like the vampire are more orthodox races, and can easily be used in any game, while others (specifically the ravenqueen), are more loose on the rules side and might not be recommended for most games.

## THE PUREBLOOD VAMPIRE

Cunning, mysterious, and long lived, pureblood vampires look like humans with pale skin and blood red eyes. Though their size may vary, they are usually tall and slim. Female vampires usually have long, sharp nails, and male vampires more often than not look rather androgynous

### INVERTED SLEEP HOURS

Due to their extreme weakness to sunlight, many pureblood vampires have their sleep cycle inverted, as they live their lives during the night, and sleep the entire days. Due to this, it may be difficult for a vampire to connect with a part of day dwellers. It may be hard, but vampires who fight to be good aligned will usually sacrifice their nightly lifestyle for the sake of their friends.

**Ability Scores.** +2 Cha, +1 Str

**Size.** Medium

**Speed.** 30 ft.

**Age.** Vampires age at the same rate as humans, but start aging incredibly slower after reaching adulthood, and can live for up to 200 years.

**Alignment.** Vampires can be of any alignment. However, their vicious nature gives them a tendency towards evilness and chaoticness. Whether they embrace this natural impulse or fight against it depends on them, and may heavily affect their personality.

**Size.** Vampires are usually between 5 and 7 feet tall and have a slender build. Your size is medium

**Languages.** You can read, write and speak Common and Infernal

**Undead nature.** You are an undead. You also don't gain nutrition from any form of feeding that is not blood (unless specifically stated).

However, despite being an undead, you can still regain hitpoints through magical means that would not affect undeads normally.

**Dark vision.** You have dark vision up to 60 ft. You can see in dim light as if it was full light and in darkness as if it was dim light. In both cases you can't see colours, but rather scale of grays

**Superior senses.** You have advantage in perception checks that rely on hearing or smell

**Bite.** You have powerful fangs that you can use to bite creatures and feed on their blood. Your fangs act as a natural weapon that deals 1d6 points of piercing damage. If you bite a creature that is not a construct nor an undead, the creature takes an additional 1d6 points of necrotic damage and you gain temporary hitpoints equal to the necrotic damage dealt. Dealing damage this way counts as one day worth of rations for you.

**Increased Sunlight Sensitivity.** You have disadvantage on attack rolls and ability checks while under direct sunlight, and you take 1d6 points of radiant damage if you start your turn under direct sunlight.

## THE RAVEN QUEEN

Both Physically and magically strong, the raven queens have a view of the world completely different to mere mortals, as they forgo their eyes in order to gain insight into the eldritch truth, and the timeless existence it carries.

Raven queens aren't born naturally, but are rather the result of a mortal woman that was artificially mutated by the god of dominion, by letting an eldritch truth, called the raven mark, to take root within their heart. Since the curse only takes root on female souled creatures, all raven queens identify as women

### BEWARE OF THE RAVEN

On a normal situation, since raven queens are so alien in concept, if a player somehow achieves queendom, it would most likely become an NPC

This race is merely a proof of concept, of what would happen if a player played as a full bloomed raven queen, and is thus not recommended for low level games or campaigns

**Ability Scores.** +2 Wis, +1 Any two

**Size.** Medium

**Speed.** 30 ft.

**Age.** Raven queens doesn't age, and can't die of natural causes

**Alignment.** Due to their understanding of the world, most queens tend to neutral or chaotic alignments.

**Size.** Raven queens keep the size they had before transforming. Your size is either Medium or Small, depending on which race you were before transforming

**Languages.** You can read, write and speak Common and Infernal, as well as Deep Speech

**Price of the curse.** You are essentially blind, and you have a permanent madness effect of your choice

**Sight beyond the veil.** You have truesight up to 5 feet, blindsight up to 20 feet, and your passive perception increases by 5. If you close your eyes, you can see into the ethereal plane up to 30 feet.

**Form of the raven.** You can use this feature to cast the polymorph spell, only to transform into a raven. While transformed this way, you keep your Wisdom, Intelligence, and Charisma scores.

**Power of the raven.** Choose one of the following powers.

- **Raven Step:** You learn the misty step spell, and can cast it once between short rests without spending a spellslot
- **Embrace of the Raven:** As an action, you can hug a willing creature. For one minute, that creature either gains an increased speed of 15 feet, or can see through your true sight.
- **Curse of the Raven:** You learn the Hex spell, and can cast it once between short rests without spending spellslots
- **Scourge of the Raven:** Every creature within 20 feet of you must make a dexterity saving throw (DC 8 + your proficiency bonus, plus your wisdom modifier), taking damage equal to  $Xd8$ , where X means your proficiency bonus on a failed save, or half as much on a successful one. Once you use this feature, you can't use it again until you finish a long rest.

## THE FEYWANDERER

Feywanderers look like relatively tall humanoids of skin ranging from pale white to light bronze, they can be easily identified by their overdeveloped fangs, their fox-like ears and various tails that sprout from the base of their back.

### EARNING YOUR TAILS

Feywanderers are born with a single tail. However, as they progress in the path of life, they slowly grow new tails, every time they reach an important milestone. A player that plays a feywanderer will likely earn a new tail every time they level up. Only the very few feywanderers that reach the ludicrous amount of 20 tails, can truly say that they achieved the very zenith of their life, the peak of their possibilities

**Ability Scores.** +2 Wis, +1 Dex

**Size.** Medium

**Speed.** 35 ft.

**Age.** Feywanderers age at the same rate as humans yet begin to look old much later. They can live up to 200 years in freedom, an around 60 years in captivity or in heavy industrialized areas

**Alignment.** Feywanderers are neutral by nature, and they heavily lean to their more chaotic side

**Size.** Feywanderers are usually between 5 and 7 feet tall and have a slender build. They weight hardly anything regardless of their body mass. Your size is medium

**Languages.** You can read, write and speak Common and Sylvan

**Dark vision.** You have dark vision up to 60 ft. You can see in dim light as if it was full light and in darkness as if it was dim light. In both cases you can't see colours, but rather scale of grays

**Superior senses.** You have advantage in perception checks that rely on hearing or smell

**Sharp Claws** You have sharp, hardened claws. Essentially your unarmed attacks deal 1d4 slashing damage

**Arcane pool.** Beginning at level 3, you can use this feature once a day to cast the friends, faerie fire or dancing lights spell without material components (wisdom is your spell modifier for them, DC 8 + proficiency + WIS) When you cast dancing lights with this feature, the lights appear as small flames of various colours. You can use your bonus action to hurl one of the lights against a creature within the spell range. Make a ranged spell attack against that creature. On hit, it takes 1d4 force damage (Which increases to 1d6 from level 5 onwards)



# BACKGROUNDS



THE FOLLOWING ARE BACKGROUNDS CRAFTED TO be used in the Ravenmyre setting, but which can easily ported to any game, at the DM's discretion.

## THE HORRORS HUNTER

**Skill Proficiencies:** Arcana, Perception

**Languages:** One language of your choice, and one language representing the type of beasts you hunt, such as Infernal for fiendish creatures

**Equipment:** A set of Runic Tools, a trinket representing one of the beasts you have hunted, a bear trap, and a pouch containing 10 Gp

### FEATURE: HUNTER'S COMPANY

While you are shun away by commonfolk for being thought a harbinger of chaos and fatality, there are many who understand the hunt and will be hospitable with those who risk their lives to keep the beasts at bay.

At both small and big settlements, you might find establishments which are allied with your office. You can tell these places apart, as they usually will keep hunting trophies brought by traveling horror hunters from across the land. In these places, as long as you are clean and proper enough, you will be given sleep and food, while you are on a hunt. (Perhaps, if you will, you can pay their hospitality with some old hunting stories)

### SUGGESTED CHARACTERISTICS

Horror hunters are marked by their office. Constantly interacting with cosmic abominations and monsters will surely give you an alien mind and a cautious personality. But why are you hunting?, what drives you to spend your life chasing nightmares?

#### d8 Personality Trait

- 1 I am so soaked in blood, that I must keep hunting to feel alive
- 2 I am rarely trustful, monsters can hide everywhere
- 3 I enjoy life to its fullest, you never know when it may end
- 4 I always seek answers to the mysteries of the universe
- 5 I am reckless, and impulsive, always drawn to action
- 6 I overthink every step I take
- 7 I love strange and majestic creatures with all my heart
- 8 Once I start something, I never leave till it's finished

#### d6 Ideal

- 1 Protect. I must protect others from the horrors of this world (Good)
- 2 Duty. It is my job to keep the beasts at bay, and I will uphold it (Lawful)
- 3 Transcendence. Through communion with beings above me, I seek to transcend my limitations (Neutral)
- 4 Blood. I crave blood, and mercilessly assassinating beasts makes me feel alive (Chaotic)
- 5 Power. I seek the power to destroy those against me (Evil)
- 6 Vengeance. Beasts took someone from me, I must make sure it never happens again (Any)

#### d6 Bond

- 1 I would die to protect civilians
- 2 My fellow hunters, I owe my life to them
- 3 I seek a chance at redeeming myself for past actions
- 4 There was a creature I shown mercy, and it follows me ever since
- 5 I prayed allegiance to a raven queen, and I follow her command
- 6 I have a lover, and their embrace inspires me on my hunts

#### d6 Flaw

- 1 The scent of blood makes me go feral
- 2 I secretly crave for the violent freedom of the beasts I hunt
- 3 I've seen too many creatures beyond my comprehension, and that took a toll in my mental health
- 4 I never trust anybody
- 5 I fear I'll become the very beasts I seek to destroy
- 6 I refuse to fight enemies who are below me

# FEATS



THE FOLLOWING ARE FEATS PLAYER MAY CHOOSE as they level up. They are crafted to be used in the setting of Ravenmyre, but they can easily be ported to any other setting at the dm's discretion.

## HUNTER INITIATE

You have undergone Hunter training, though you don't belong to any workshop. You gain the following benefits:

- Increase your Strength or Dexterity by 1, to a maximum of 20
- You can craft trick weapons using simple melee weapons (See the hunter class for the rules of trick weapons)
- Trick weapons don't count as having the unwieldy property for you, even if you don't have the required feature
- You gain 1 beasthood dice, which is a d6. As a bonus action, you can roll your beasthood die. You take damage equal to the result, and you deal that same amount of damage which each of your attacks until the start of your next turn. You recover all expended hit dice after a short rest

## HEIGHTENED RAVENCURSE

**Prerequisite:** Raven Queen Race

As a result of being specially compatible with the raven curse, your transformation has given you additional powers. You gain the following benefits:

- Increase your Wisdom by 1, to a maximum of 20
- Choose a second power from the *Power of the raven* feature granted by your race
- You learn the eldritch blast cantrip, as well as a level 1 spell from the warlock spell list of your choice. You can cast this spell once between short rests without spending spell slots

## SCHOLAR OF THE ELDRITCH TRUTH

You studied the forbidden eldritch secrets, granting you the following benefits:

- Increase your Intelligence by 1, to a maximum of 20
- You have proficiency with Runic Tools
- Your passive perception score increases by 1
- Whenever you have a short term madness effect because you failed a saving throw against it, at the end of your turn you can repeat the saving throw, ending the effect on a successful one

## TAILS OF STORM

**Prerequisites:** Feywanderer race

You carry the old storm brand in your veins, allowing you to summon the curse of the outer wolf over yourself. As a bonus action, you can make three tails made of pure lightning to sprout from your back.

For the next minute you gain resistance to lightning damage and, as a reaction when you hit a creature with a melee attack, you can cause one of the tails to disappear and deal an additional 2d8 lightning damage to your target.

This effect ends early when you have no more lightning tails, or if you are incapacitated, and once you use it you must have a long rest before using it again

## CARYLL RUNESMITH

**Prerequisite:** Proficiency with Runic Tools

You mastered the art of using bloodrunes to increase your strength, allowing you to even create new runes. During a long rest, you can use a set of runic tools and 100 gp to create an Uncommon bloodrune (see part 5) with one of the following effects:

- Increase your passive perception by 1
- Increase your hp by 2
- Increase your intelligence score by 1
- Grant you 1 more hit die which is a d4
- Increase your movement speed by 5
- Granting you a bonus of +1 to saving throws against madness, the charmed condition, or the frightened condition

When you reach 8th level, you can create a rune that has two of those effects, and when you reach 12th level you can create a rune that has three. (You can choose the same effect more than once)

## BLOOD MEDICINE

**Prerequisites:** Proficiency in alchemist supplies, level 8

You have insight in ancient methods of healing by blood transfusion gaining the following benefits:

- Increase your Constitution modifier, to a maximum of 20
- As an action, and as long as you have a set of alchemist supplies, you can roll any number of hit dice and heal another creature within 5 feet of you by the result (The hit dice are the spent). You can also spend 1 hit die in the same manner to end the poisoned, paralyzed or charmed condition on a creature.
- Once a day, you can use a set of alchemist supplies to heal by using hit dice as an action.



# PART 4

Lycanthropy





# LYCANTHROPY IN RAVENMYRE



LYCANTHROPY IS AN ANCIENT CURSE, AN OLD bestial malice that spreads through blood as a vicious disease, and tarnishes mankind, transforming creatures into horrible, twisted beasts that feed on its own kind

When a creature is infected with lycanthropy, the first symptoms appear by the third day, in the form of increased sense of smell and physical strength. The afflicted creature gains advantage on Wisdom (perception) ability checks that rely on smell as well as Strength (athletics) ability checks.

At this point, the curse is still weak, and can be cured with a remove curse spell

By the end of the first week, the illness evolves, beginning to mutate the body of the creature. Thick, elongated strands of gray hair start to grow all around the creature's body, its nails grow into sharp claws, and their fangs grow unnaturally large.

When the curse reaches this point, it is strong, but still salvageable. A Greater restoration spell can cure the curse.

After a full month, when the full moon rises, the curse advances to its final stage, and the creature finally transforms. Every time the creature is exposed to the light of the moon, it transforms into a beast (which uses the stat block at the end of this chapter) and starts to mindlessly attack everything it sees.

A creature can transform this way only once per day, and returns to its original form after its hp drops to 0. After this point, the curse is irreversible, and nothing short of divine intervention can remove it

## CURING LYCANTHROPY

The only way to actually cure the afflicted creature after the curse has reached its tipping point, is to kill it while in beast form, and revive it afterwards. This process cleanses the creature's body and removes the curse from its system

## TAMING THE INNER BEAST

Though the curse of the beast seems to be an irreversible blight to the creature that possess it, there are actually ways to tame the beast, and maintain consciousness while transformed. After having transformed at least three times, a creature can take the following feat to control the beast (When a class or race feature allows to take a feat)

## CONTROLLED LYCANTHROPY

**Prerequisite:** Lycanthropy, 5th level

You have learned to tame your inner beasthood, allowing you to maintain consciousness while transformed into a werewolf. You gain the following benefits

- Increase your Constitution modifier by 1, to a maximum of 20
- When you transform into a beast by means of the lycanthropy curse, you keep your original alignment, as well as your wisdom, intelligence, and charisma scores, and you can keep control of yourself
- While transformed, you gain the following feature: "**Multiattack.** You make two claw attacks or one claw attack and one bite attack"

## WEREWOLF

*Medium monstrosity, Unaligned*

**Armor Class** 11 + your proficiency bonus

**Hit Points** 4 x your level or challenge rating

**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	5 (-3)	14 (+2)	6 (-2)

**Damage Resistances** Bludgeoning, piercing and slashing from non silvered attacks

**Condition Immunities** None

**Senses** darkvision 60 ft., passive Perception 12

**Languages** None

**Keen Hearing and smell.** The wolf has advantage on Wisdom (perception) ability checks that rely on hearing or smell.

**Bestial Blood.** Any creature that hurts you with a melee attack must succeed on a DC 13 constitution saving throw or take 1d8 necrotic points of damage

## ACTIONS

**Claws.** *Melee Weapon Attack:* +(3 + your proficiency bonus) to hit, reach 5ft., one target. *Hit* 7 (1d8 + 3) slashing damage

**Bite.** *Melee Weapon Attack:* +(3 + your proficiency bonus) to hit, reach 5ft., one target. *Hit* 10 (2d6 + 3) piercing damage, and your target must succeed on a DC 10 constitution saving throw or be affected by Lycanthropy



## STRENGTHENING THE BEAST

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Once you have tamed the werewolf, you can begin the path of increasing its strength, making it more and more powerful.

In order to strengthen the beast, you can take two paths: to gain strength through devouring your prey, or to seek the wisdom of the outer wolf, and indulge in the forbidden powers of the cosmos.

### THE PATH OF DEVOURING

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If you choose this path, every time you feed on a creature while you are transformed, you gain 1 bestial point. Once you reach 20 bestial points, you can take the following feat as you level up.

#### BESTIAL WEREWOLF

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**Prerequisites:** Controlled lycanthropy, 12th level  
Your beast within grows stronger, giving you the following benefits:

- Your Constitution score increases by 1 to a maximum of 20.
- While you are transformed, your size increases to large, and your claw attacks deal 1d8 additional slashing damage.
- While transformed, you also gain the following action: "Screech (1/Day). As an action, every creature within 20 feet of you must succeed on a constitution saving throw (DC = 8 + your proficiency bonus + your constitution modifier) or be stunned until the end of your next turn."

### THE PATH OF THE OUTER WOLF

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If you choose this path, you are compelled into a quest to achieve eldritch revelation through the curse that runs your blood. Every time you kill an aberration, a fey, or a fiend, you gain 1 point of insight. Once you reach 10 points, you can take the following feat as you level up.

#### BLESSING OF THE OUTER WOLF

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**Prerequisites:** Controlled Lycanthropy, 12th level  
You have reached an eldritch revelation through the elongated path of the outer wolf, you gain the following benefits:

- Your Wisdom score increases by 1 to a maximum of 20.
- While you are transformed, your passive perception increases by 5, and you gain truesight up to 5 feet.

- While transformed, you also gain the following action: "Maddening sight (recharge 5-6). A creature you can see within 30 feet of you must succeed on a wisdom saving throw (DC = 8 + your proficiency bonus + your constitution modifier) or gain one short madness effect for one minute. The creature can repeat its saving throw at the end of its turns, ending the effect early on a successful one."

Additional, as you level up, you can always take the following feat:

### FORCED TRANSFORMATION

---

**Prerequisites.** Controlled Lycanthropy

You mastered the beast within, to the point which you can force it to emerge by sheer force of will. You gain the following benefits:

- Once a day, you can use a bonus action to transform into your werewolf form, and you can always use a bonus action to return to your human self.
- While transformed, you gain the ability to talk in the same languages as your human self.
- You gain advantage in saving throws against being frightened while you are transformed.





# PART 5

Blood Runes





# THE BLOOD RUNES



AMONG THE VARIOUS TREASURES OF THE WORLD that hide from the eyes of simple minds, the Eldritch runes might be one of the rarest of them.

Subtle echoes of a cosmic truth, the eldritch runes are lingering remnants of forbidden knowledge that can bestow great powers to those strong minded enough to withstand their heavy, maddening knowledge

A character may come across one of these runes during their adventures, as long as they have enough passive perception to even see and understand them.

By rule, each rune has a passive perception requirement, based on its rarity, as shown in the table below:

Rune Rarity	Passive Perception Requirement
Uncommon	11
Rare	12
Very Rare	13
Legendary	15

A creature that doesn't meet the requirements of a rune is essentially unable to perceive its existence

Functionally, Eldritch runes are similar to wondrous magic items. However, instead of attuning to them normally, one must etch the runes to their brain using specialized tools. During a long rest, a creature can use a set of Runic Tools to etch a rune to their brain, gaining its benefits permanently.

A creature can have a number of runes etched to their brain equal to their intelligence modifier (minimum of 1)

A creature that possesses a set of Runic Tools and a rune can attempt to etch a rune into the brain of another creature during a long rest. In order to succeed at this, the creature must succeed on a wisdom ability check against a DC equal to the creature's passive perception. If you etch a rune into the brain of a creature that does not meet its requirements, the creature gains a permanent madness effect.

During a long rest, you can also use a set of Runic tools to remove a rune from a creature's brain, but the rune is destroyed in the process.

## RUNIC TOOLS

6lb, 50 Gp

A set of tunic tools consists of a branding iron made of phantasmal steel. The rune is attached to the edge of the iron, and a creature can use the tool by pressing the branding iron against its head, magically engraving the attached rune to its brain.

## EXAMPLE ELDRITCH RUNES:

### ClockWise Metamorphosis

*Uncommon (11)*

Your hit points increase by 1 per level

### Counter ClockWise Metamorphosis

*Uncommon (11)*

You can ignore the negative effects of up to 1 level of exhaustion

### Arcane Lake

*Uncommon (11)*

Force damage taken reduced by 1

### Dissipating Lake

*Uncommon (11)*

Lightning damage taken reduced by 2

### Fading Lake

*Uncommon (11)*

Fire damage taken reduced by 2

### Blood Rapture

*Uncommon (11)*

When you land a critical hit, you recover 1d6 hitpoints

### Claw Mark

*Uncommon (11)*

When you land a critical hit, you deal an additional 1d4 force damage

### Lake

*Rare (12)*

Slashing, Piercing and Bludgeoning damage taken reduced by 2

### Formless Bloodrune

*Rare (12)*

As a bonus action, you can create 1 piece of ammunition for any ranged weapon. This ammunition deals an additional 1d6 damage to beasts, monstrosities and aberrations

### Clear Deep Sea

*Rare (12)*

You have advantage on saving throws against being poisoned

**Heir**

*Rare (12)*

When you land a critical hit, a silver pellet forms on the creature's body, worth 1d10 Sp

**Communion**

*Rare (12)*

You gain 1 additional hit die

**Counter Clockwise Metamorphosis +**

*Rare (12)*

You can ignore the negative effects of up to 2 levels of exhaustion

**Hunter**

*Very Rare (13)*

Every time a creature you can see takes damage, you can use your reaction to move 10 feet towards it

**Deep Sea**

*Very Rare (13)*

You are immune to short term madness effects

**Moon**

*Very Rare (13)*

Somehow, every time you kill a creature, you can find gold pellets within their body worth 1d10 Gp

**Radiance**

*Very Rare (13)*

When you recover HP by spending hit dice, you recover 2 more hp per dice spent

**Deep Lake**

*Very Rare (13)*

Slashing, Piercing and Bludgeoning damage taken reduced by 1d6

**Counter Clockwise Metamorphosis ++**

*Very Rare (13)*

You can ignore the negative effects of up to 4 levels of exhaustion

**Communion +**

*Very Rare (13)*

You gain 2 additional hit die

**Impurity**

*Legendary (15)*

At the start of every turn, you gain temporary hit points equal to the amount of creatures within 30 feet of you.

**Eye**

*Legendary (15)*

As a bonus action, you can detect whether a creature has resistances or immunities and to which types of damage

**Heightened Communion**

*Legendary (15)*

You gain 3 additional hit die

**Great Deep Sea**

*Legendary (15)*

You are immune to long term madness effects

**Radiance**

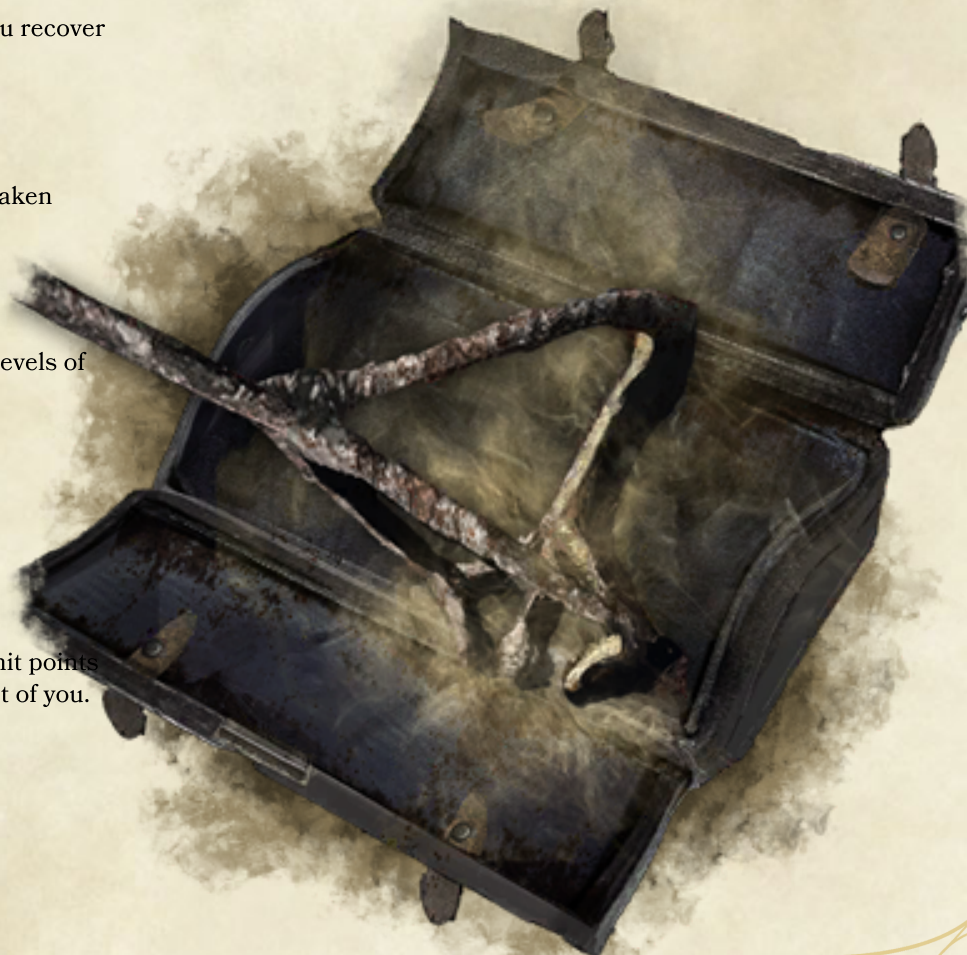
*Legendary (15)*

When you recover HP by spending hit dice, you recover 1d6 + 1 more hp per dice spent

**Guidance**

*Legendary (15)*

You recover 1 hit point every time you hit a creature with a melee attack





# PART 6

## The World of Ravenmyre

### IT ALL BEGAN AT WYNEVERE

350 years ago, at the south west of what would eventually be the republic of vixen, stood the great university of Wynevere, a great bastion of knowledge and philosophy that sought to uncover every mystery of the world. In this magnificent establishment, three friends studied to become paragons of knowledge in their fields. They were Nikola, the star gazer, Ethan Carter, the bird watcher, and Alarion, the daydreamer. Together, under the watchful guide of the school preceptor, they sought understanding of the world in ancient wisdom, forgotten by the world.

One day, during a hot afternoon after their school duties, the three friends joined the preceptor in an archeological expedition that would change their lives forever.

Beyond the mountains, hidden from the eye of mere mortals, half sunken under the tides of the sea, the four found the ruins of an ancient library, which would be known merely as The Sunken Library

For months, they looked for a way to breach the half submerged black wooden doors of the library, dreaming of whatever knowledge may be found inside, without success...

It wasn't until the harsh winter, when Nikola, after a restless night of vivid dreams from beyond the stars, found the invisible key to the library.

Within its walls, the three friends found a secret, an eldritch truth that would forever change them, and destiny of the entire land and its people.

This world is naught but the aftermath of what was found within... of the secrets of Wynevere, and the sunken library



# THE WORLD OF RAVENMYRE

**R**AVENMYRE IS THE NAME GIVEN TO THIS LAND BY THE inhabitants of the republic of Vixen. In infernal, it literally means, “land of Ravens”, and is used primarily by those who worship the raven queens, as their domain extends all the way from the republic, at the south, to the Theocracy of Wynearth, to the north.

Currently, the land runs by the year 325, established by the foundation of the celestial church. Ravenmyre is divided in three main countries, the republic of Vixen, to the south-west, the theocracy of Wynearth, to the north, and the kingdom of Ostencraft, to the east.

## THE THEOCRACY OF WYNEARTH

The theocracy of Wynearth was founded 325 years ago, along with the celestial church, which acts as its main governing group. It is populated mainly by humans, with smaller groups of different races scattered across the region.

Their main religion is the celestial church, which revolves around the “cosmic will”, a god-like supernatural entity that supposedly reigns supreme over the world. Through communion and attunement with this cosmic entity, the church seeks to ascend humanity to its next stage in evolution. The church is led by an arch pontiff called Siegmund, and ten deacons. These eleven persons are the highest ranking members of the church, and are the only ones permitted to enter the great observatory, where the faithful are said to make contact with the Cosmic will

The capital city of the theocracy is the bastion Wynegarde, north of the white forest. In the center of this alabaster white city, the great cathedral of the celestial church towers among the buildings. Built 300 years ago, the cathedral holds the secretive great observatory, where only the highest members of the church may enter.

## THE PRISON OF FRACTAL

To the north of the theocracy, beyond a small countryside town, an enormous complex, built on gray stone, black iron bars and ebony stone, looms over the villagers' houses.

The prison of fractal is an institute, built and run by the church, whose sole objective is to capture and contain every creature that goes against the celestial church's designs.

Devils, demons, aberration and even some raven queens, are all dragged into the building by the powerful jail keepers, to never see the light of sun again. No one escapes Fractal

According to the legend, the jail keepers, also known as the knights of Fractal, are unfathomably strong warriors, trained since child to face the biggest horrors, and that they are impossible to manipulate, as they possess a will of steel.

It is said, whispered across the underworlds of Ravenmyre, that the church carries over countless, unspeakable experiments on its prisoners, always seeking to reach their ultimate goal, of achieving the eldritch truth

## THE REPUBLIC OF VIXEN

The republic of vixen was founded around 30 years ago, after a group of nobles from the theocracy decided to rise up against the designs of the church and rift apart from them. Both forces clashed in a savage civil war that lasted for five long years, until the dissidents finally managed to declare their independence, and thus the republic was born.

The republic of vixen is inhabited by all sorts of creatures, from humans and elves to vampires. The governing power of vixen consists of a triumvirate of nobles (currently conformed by Aaron Antler, Walash Axon, and Ludwig Holland) which are elected by the people.

Although most people in vixen worship Ophelia the first queen, there are many who choose to worship Ethan Carter, the god of dominion instead (Who is said to live within vixen, under the guise of a noble).

Vixen is also home to many raven queens, who extend their dominion all across the country.

## THE KINGDOM OF OSTENRAFT

The kingdom of Ostencraft is perhaps older than the theocracy. No one is entirely sure of their origin, but there are old tales saying of an unsung hero that united the people of the east into a kingdom to fence against a threat from the outside.

The kingdom is inhabited mainly by dragonborn and humans, with smaller groups of other races separated across small villages

The people of Ostencraft worship primarily Astraea, the dragon god, a belicous entity that promotes blind violence and conquest

## THE FREE CITIES OF THE SOUTH

At the south of ravenmyre, two cities were built separated from the three major nations of the land.



These cities are completely independant, and governate themselves completely independantly.

## IACORA, THE BLASPHEMOUS CITY

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Built inside a mountain valley where the sun never rises, in black iron and stone, and illuminated by turquoise, blasphemous fire, Iacora is a bastion from those scorned by the will of the gods.

In Iacora, any kind of religious cult is completely illegal (law which the Vizier carries with an iron fist). However, in exchange from this oppressive law, Iacora compesates itself by being the most equalitary community in the land. There are no nobles in Iacora, no kings, and no servants, everyone works the same, in service to the city and its people, at the same time, everyone is accepted in the city, regardless of their religion, race, and upbringing.

Of course, for the sake of community and order, the city is governated. the Vizier, who watches over the city and its people lives in a gothic castle that is constantly extended upwards, with dozens of floors, giving it a tall and twisted shape that rises all the way to the night sky.

Iacora was founded 150 years ago, by an arch bishop that fled from the Celestial Church. It was his view of religion an mankind which formed Iacora into what it is today.

## THEBAS, THE CITY OF LIGHT

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Built atop a hill, around an everstream of clear water, Thebas is a city built entirely under religious designs.

The people of Thebas worship the Ivory goddess, one of the great ancients of Ravenmyre, and their entire lives are crafted along the sacred scriptures of her church. The Zealous knights of Thebas very oftenly end up in cruent fights against anyone that goes against the designs of their goddess, and they are in an endless fight against Iacora, and everything it represents.

While thebas maight be a shining bastion for every human that accepts to follow the sacred oaths opf the goddess, it is also a vehement repulsor of anything remotely agains their faith. This is specially true for every race that is not human, as they are supposedly seen as unholy to the eyes of the goddess. (In fact, it is a common practice in thebas to burn the tip of the ears of elves, in order to make them look more "Human")

## THE RELIGION AT RAVENMYRE



HERE ARE MANY GODS AT THE WORLD OF Ravenmyre, some of them worshipped by many, and some of them secret and hidden from the mortal eye. Gods in Ravenmyre aren't merely distant creatures to worship, but rather powerful forces of nature that are closely entwined in everything that

happens in the world, be it directly or through their worshippers. In the following pages you will find plenty information on the affairs of many of the gods that roam the land...

### THE COSMIC WILL

The cosmic will is an outer entity that supposedly resides beyond the frontiers of the waking world, hidden among the stars. Its belived to be an all powerful being that once lived in the world, but ascended to the cosmos after uncovering a hidden truth of the world.

The cosmic will is mainly worshipped by the celestial church, which believes that, trough communion and attunment with the cosmic will, they may achieve ascencion to the cosmos too, leaving the petty tribulations of the mortal world behind.

Tough some believe the cosmic will is not real, it very well has interacted with the mortal world before, and it is said that it grants power to those who worship them.

The main worshipper of the Cosmic Will is the Celestial Church fom Wynearth. Although originally the church only motive was to achieve cosmic enlightment, the centuries have twisted its objectives, turning them into a manipulative organism of control that reigns over the theocracy with iron fist, hunting down everyone that goes against its designs, and carrying horrible experiments over its prisoners to achieve their goals. It is said among the underworld of Ravenmyre, that it was the Cosmic Will that whispered to the ears of the pontiff and caused their mentality to shift in such drastic manner....

### ETHAN CARTER

Ethan Carter is the god of dominion, pain and suffering, yet at the same time freedom, justice and purification. He is oftenly represented as an adult man of jet black hair and red eyes, carrying a spiked whip and blade, who acts as divine judge and executioner of mortals. He is worhiped mainly by Vixeninan people, mainly warriors and nobles, who believe that freedom is only nand only granted to those that are strong enough to take control of their own lives

It is unknown how Ethan carter ascended to divinity, but there are some isolated worshipers sho truly believe that Ethan carter was once a mortal human, that ascended through some kind of revelation.

## THE CELESTIAL CHURCH

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### LUDWIG HOLLAND

Unknown to most mere mortals, the god Ethan Carter walks among his worshipers under the guise of a mere nobleman called Ludwig Holland

Ludwig is currently one of the members of the triumvirate that govern the republic of Vixen, and no one suspects anything about his true identity.

He is often seen attending to theater with his daughter, Catherine Holland (Who also happens to be a raven queen in disguise)

Ethan Carter is said to be the father of every raven queen. What many people are unaware of, is that Ethan Carter himself is the actual creator of raven queens, who he actually end up considering his daughters, as they are reborn through his power...

## THE RAVEN QUEENS

The raven queens are a group of women who were ascended beyond mortality by rooting an eldritch curse within their hearts.

They are unfathomably powerful and wise, and they possess an understanding of the world quasi-divine that goes beyond the sphere of perception of mere humans

Of course, such extreme power comes at a great price. The process to become a raven queen is extremely painful and maddening, and many don't survive it, some even fall into madness before achieving queendom.

Because of this, when a woman reaches the lair of Ethan Carter, seeking to achieve queendom, before even attempting the process, he will cause her extreme pain, by striking her back four times with his thorned whip, as only those who seek queendom out of true desperation will endure the pain, and thus have more chances of surviving the process of transformation.

In exchange for this power, those who endure the transformation are stripped of their natural sight, as well as everything that makes them "human". Due to this, raven queens are very usually alien-minded, and cold in personality.

Raven queens extend their queendom all across Ravenmyre, and there are many who worship them as goddesses. Some even may form a pact with them, becoming warlocks at their service...

## ASTRAEA, THE DRAGON GOD

Astraea is a dragon god, usually represented as a silver dragon of blue fire breath, who destroys everything on its path

Astraea is the prime example of an "Evil" god, in the most primal sense of the word, it only seeks destruction and conquest, and very often those who make contact with him fall into aggressive forms of madness, carrying destruction to the mortal realm.

Astraea is mainly worshiped by Ostencraftian dragonborn. However, his worshipers are not necessarily evil per se, as many see in Astraea the strength to fight for their ideals, and prove their mettle in ritual combat.

The main symbol of Astraea is a rune carved on a dragon tooth, or a brassier light with a blue flame.

## THE ANCIENTS OF RAVENMYRE

Except for humans, every humanoid race on Ravenmyre descends of the influence of an outer god, known by the scholars of Wynevere as an "Ancient". These creatures of unknown origin exist beyond the sphere of perception of humanity, and rarely interact with the normal world, but their influence can be felt lingering within every member of the race they represent

- **The outer wolf (Feywanderers)** Usually represented as a gigantic wolf-like creature with an elongated, serpentine torso, the outer wolf is the divine ancestor of the feywanderers, and is said to inhabit the feywild, a realm parallel to the waking world where fey magic runs wild and untamed.
- **The Shepherd (Elves)** The legend says that the shepherd, the ancestor of elves, travels across the feywild hunting down the outer wolf. It is represented as a humanoid-shaped entity that represents the very essence of the hunt. Many hunters worship the Shepherd, and they pray to it during their hunts.
- **The deep watcher (Dwarves)** It is said that the deep watcher exists deep within the earth, protecting the world against the horrors that roam the depths: It is said by those who excavate within the mountains, that you can often hear the heavy breathing of the watcher across the dark caverns...
- **The Night Stalker (Pureblood Vampires)** It is said that the night stalker watches over lonely travelers that dare to roam the roads at night, breathing over their shoulder, craving their blood. Sometimes, travelers disappear, never to be seen again, and it is said that it was the stalker who took them, to their land, when the sun never rises
- **The flame lurker (Tieflings)** A strange, unknown entity, that rises from the lower planes, and who is said to seek to bathe the world in flames. And ancient enemy of the watcher, who is said to prevent his rise from the depths
- **The Ivory Goddess (Aasimars)** A female-coded god who is heavily worshipped in Thebas. She is represented as a woman with a mantle of seven golden blades, whose presence bathes the world in gracious rays of golden light. It is also said that she created humankind, and that every other race's existence is a sin against her will....



# CHARACTERS AND FACTIONS OF RAVENMYRE



HERE ARE MANY INTERESTING AND AMAZING creatures that roam the world of Ravenmyre, and there are plenty of groups of people that act both out in the public and among shadows. There are also creatures that have passed away, but whose legacy still lingers even today, and creatures

unfathomably ancient, who still live among mortals. Here is a detailed list of those relevant figures of the world.

## THE BROTHERHOOD OF THE THIRD EYE

Few congregations in Ravenmyre are more mysterious and sinister than the brotherhood of the third eye. Comprised mainly by warlocks who seek to achieve the Eldritch truth, the brotherhood has been acting from the shadows since ages past.

They silently move around the land, pulling the strings of influence that move the world, causing cataclysms, revolutions, entire dynasties to rise and fall, and everything with an unknown purpose.

The symbol of the brotherhood is an eye with tears of blood, and its sole appearance is enough to make those who live in the underworlds of Ravenmyre shiver in terror.

Agents of the brotherhood are masters of the arcane, and extremely powerful entities, of great influence in the waking world.

Though it is entirely unknown where or how they originated, their whole existence can be tracked down to a single man.

## NIKOLA, THE FIRST WARLOCK

Of every entity that roams the land of Ravenmyre since ages past, few are more feared, and ancient than the one named Nikola. The man, known by few merely as "The first Warlock", might as well be the most ancient man in the world, a feared and respected paragon of Eldritch knowledge, and arcane power.

To the eyes of mere mortals, few things distinguish Nikola from a simple man. He looks like a human in his thirties with brown short hair and green eyes, always wearing the same brown long coat, glasses, and his neutral expression, rid of any kind of emotion. But, those who can see beyond the waking world, will recognize, grabbed to his shoulders, an Eldritch spirit, always whispering forbidden truths to his ears.

There is nothing in the waking world that Nikola doesn't know, nothing escapes his all-seeing gaze, nothing can sneak past his perception of the world, for Nikola can perceive far beyond the human sphere of perception,

into a land beyond of deep stars, and forbidden knowledge.

Nothing in the world can hide from Nikola, the first warlock, nothing....

## ELJARED, THE BARD

A wandering gunfighter, bard of profession, that wandered the land 30 years ago. He is perhaps one of the most renowned bards of the world. Exiled from the theocracy for ridiculing an arch bishop, hunted down in Thebes for composing songs parodying the sacred scriptures, the life of Eljared was filled with emotionant adventures.

Legend has it, that his lover was a succubus, and that she gifted him a pair of pistols which whom he would never miss a single shot.

According to the rumors, he died during the revolution of Vixen, 30 years ago, fighting for the republic.

Even to this day, his songs still warm the hearts of wandering travelers, and there are many adventurers who seek to find his grave, to perhaps retrieve his famed magical pistols....

## OPHELIA, THE FIRST QUEEN

Of all the raven queens that roam the land, few are as famous as Ophelia.

She used to be the first saint of the celestial church, a woman who, supposedly, was granted a cosmic revelation, and who was essential in the churches efforts to achieve their goals.

However, that wouldn't last, as Ethan Carter had other plans.

Through soft manipulation and seduction, Ethan Carter lured Ophelia to his side, filling his mind with promises of power and knowledge unlike anything she had dreamt of.

Eventually, and with her consent, Ethan Carter destroyed everything the church cared for, by rooting the raven curse in her hearth, and turning her into the first raven queen.

When the notice spreaded, the church excommunicated Ophelia, and declared her, and Ethan Carter, sworn enemies of the church...

## OPHELIA'S DREAM

When Ophelia died, her conscience got trapped between the waking world and the great beyond, creating an oniric realm out of her distorted memories.

This plane of existence is called the Ophelia's dream. Every creature that goes terribly mad in the waking world, every woman who tried to achieve queenship and failed in the process, they all end up trapped forever in

this nightmare, between reality and dreams, doomed to walk forever across broken, twisted versions of the waking realm...

At the center of this dream lies the spirit of Ophelia, forever tormented by the power she casted upon herself

## ROSE, THE NIGHT FLOWER

Rose is a quite young Pureblood Vampire that lives in Iacora, the blasphemous city. He looks like a man on his twenties, with black short hair, red eyes, and always dressing in expensive, refined clothing.

He is a rather joyus man, who tries to live his life at its fullest, while always escaping form his past.

The turht is, Rose is the one of the only surviving member of his family, who was murdered during the purge of the vampire race 35 years ago

While he seems to be carefree and irresponsible, he is has spent the past twnty ears of his life seeking a way to rescue his mother, who was taken to the prision of Fractal by the church.

## THE PURGUE OF THE VAMPIRE RACE

35 years ago, the celestial church, who was already openly against the vampiric people, carried along a cruent massacre of the vampire race, destroying dozens of the most powerful noble houses of the theocracy and huntin down their integrants. The very few vampires who survived fled to the west.

It is said that the purgue is one of the main events that triggered the Vixenian revolution, only 5 years later.

## THE WOLF HUNTERS OF IACORA

50 years ago, in order to resolve the epidemic of lycanthropy runing rampant across iacora, which took countless lives, the Wilhart the vizier formed a group of talented hunters with the task of slaying all the beasts that plagued iacora.

These hunters who would eventually be known as "The wolf hunters of Iacora" fought together against the Grayskin family, one of the most powerful family of lycantrophes in the land.

Their graves can be found nowdays in the city of Iacora, and it is said that the relics they used to fight rest with them

## WILHART THE VIZIER

Wilhart grayskin i the man currently in charge of governing Iacora, the blasphemous city. He is a calm, silent man, who carries his job with an almost zealous passion.

He is also a very skilled hunter, who fights wielding two pistols, "Silverlid", and "Pursuer"

He is one of the few members of the wolf hunters of Iacora who is still alive

## LAURENCE MOONSTONE

One of the Wolf hunters of Iacora. He is a valiant elf hunter who once fought to destroy the lycantrophic menace ove Iacora

He is an old, scarred man, who lives at the edge of his life, sitting at 197 years old, and desperately holding at old memories...

In his prime, he fought with a trick weapon, mix of a scimitar and a battleaxe called "Executioner"

### LONGEVITY IN RAVENMYRE

It may sound strange that Laurence, despite being an elf, is a decrepit old man at the age of 197. Well, this is because, as a rule of thumb, no race in Ravenmyre lives for more than around 200 years, even elves and dwarves...

## ARIADNE THE SORROWFUL KNIGHT

Ariadne was one of the wolf hunters of Iacora, who once fought against the lycantrophic menace that loomed over the city

She was known as the sorrowful knight, as she seemed to be always depressed for some unfathomable reason.

In fight, she eilded a legendary sword known as the "Silver rose" who wass said to have vampiric powers.

Her remains rest within Iacora, yet no one knows where...

## BLASTER THE MARKSMAN

Blaster was one of the wolf hunters of Iacora, the blasphemous city.

Said to be one of the best shooters on the world, it is believed that, during the fight against the lycantrophes, he never missed a shot.

In fight, he wilded a long rifle called "Hearthseeker" which shot bullets made of quicksilver, ehich could eadily penetrate the wolves steel skin.

His remains are held in the lower district of iacora, protected by his daughter, Persephone, who is said to have inherited his godly alim



# ADVENTURE

The Ruins of Wynevere





# THE RUINS OF WYNEVERE

**W**ELCOME TO “THE SECRETS OF WYNEVERE”, A short adventure for characters of level 1-3 where the players will be able to interact with some of the concepts and mechanics shown in this book. This adventure is aimed to be an introduction to the world of Ravenmyre, in it, the players will visit the

ruins of the once great university of Wynevere, fight eldritch horrors beyond their comprehension, deal with the effects of madness, and end with a climactic fight against a member of the Brotherhood of the Third Eye, a mysterious organization that pulls the strings of the world from the shadows.

The adventure consists of a small prologue, situated in a small town called Amidwight at the south of the Republic of Vixen, and the ruins of the academy, which act as a sort of dungeon.

You can find all the statblocks needed to run the adventure as well as all the magic items the players might find in the spendix A, down below.

## ADVENTURE HOOK

Each player might have their own reasons to visit the small town of Amidwight. Make sure that all players know, by rumors, even, that the noble Ludwig Holland is visiting the town.

The characters might do whatever they want with the time they have in Amidwight, but make sure that, by noon they all meet at the old Winter Queen tavern, which acts also as the inn of the town

## PROLOGUE: NIGHT IN AMIDWIGHT

The adventure begins at the small town of Amidwight, at the far south of Vixen, near the entrance to the shaded woods.

If the players do not hail from this town, they will all arrive at sunrise, giving them plenty of time to explore and prepare before the adventure really kicks in

## TO KILL TIME

The small town consists of around 30 houses, a governor house in front of a small round plaza, an inn, which acts like a tavern called “The winter queen”, a renowned blacksmith and a shop.

## THE RETIRED HUNTER

If the players interact with the locals, they will hear rumors that a retired beasts hunter named Alastor who lives in the town, in a small, wooden house near the plaza.

If the players do choose to pay a visit to Alastor, they might be rewarded with useful information.

Alastor will be able to tell the players about the wolf writhes, and how their weakness is their invisible eyes (He will also reveal that you need a certain level of perception to see the eyes of the wolf writhes, hinting at how passive perception may affect some of the encounters the players will face in the future)

If asked in any way about his hunter past, he won't reveal anything, but is willing to sell his trusty trick weapon (mix of a dagger and a longsword) for 20 Gp, his Runic Tools, for 25 Gp, and two healing potions, for 10 Gp each.

(He is willing to use his Runic Tools to etch a rune for the players, but he won't hint at this in any way, and will only mention it if asked directly about it)

## THE WINTER QUEEN

The winter Queen is a white, wooden building with two floors, which is painted in white, and serves as both the Inn and tavern for the small town.

Inside, the first floor of the inn is filled with circular tables with white tablecloths filled with light blue snowflakes. The walls, which are also painted in white, are filled with noble like, expensive decorations, such as a white party dress, a sword with a golden crossguard, an old silver crown with blue gems and engraved runes, and the head of a white dragon (Which a DC 13 investigation check will reveal as false)

The bar of the inn is attended by a buff elf called Jonas, who will always act polite and gentle towards the players, unless provoked. At the same time, the inn is owned by a female dwarve called Johana, who will rarely be seen in the first floor, happily talking to the guests.

If the players ask either Jonas or Johana for rumors, they will mention how a nobleman apparently came to the city that morning. If asked about jobs, they will be told to wait at the tavern and ask the guests, or maybe stay around, and hope that an opportunity falls from the sky...

## AN OPPORTUNITY THAT FALLS FROM THE SKY

As midnight approaches, all players will be gathered at the inn. With a bit of luck, they may be even sitting at the same table, sharing backgrounds and discussing the current state of affairs

At specifically 12 o'clock, the gates of the tavern will open wide, and a person will enter the room.

read the following text out loud to set the players into the mood:



As the doors open wide, you can all see a figure entering the room. He is a tall human man, very handsome, and clearly in his thirties. He has striking red eyes, and deep black hair, as well as smooth pale skin. He wears black expensive clothing with silver fine lace, and rests on an elegant walking cane, made of ebony, with a silver handle.

As he enters the room everything is silent, as if the very world stopped at the sight of his presence

He closes the door gently and, as he walks towards the bar, slowly, everything goes back to normal, as if time started to flow again...

Ludwig Holland, a nobleman from Vixen enters the tavern pulling everyone's attention towards him.

As he reaches the bar he will spot the players, and call for their attention.

If the players are together, he will walk towards them, otherwise, he will call the attention of the entire tavern to himself, and declare that he is looking for brave adventurers to do a job for him.

Whatever the way, Ludwig will gather the players, and present himself to them. Any character with a passive Intelligence (History) of 12 or more will recognize the name of Ludwig as one of the members of the triumvirate of Vixen, and would be made aware of his political importance.

## LUDWIG'S MISSION

After introducing himself, and talking briefly to the players, he will inform them that he is looking for someone to make an errand for him, and that the players, armed and experienced as they look, might be the perfect fit for it.

If the players accept, he will tell them that, 20 miles to the north, within the shaded woods, lies the ruins of what once was an academy. He needs the players to enter the ruins, and search for an object of immense emotional value, and bring it back to him.

When asked about the item itself, he will describe it as a silver hair ornament, with the shape of a raven head, with purple gemstones as its eyes.

He will refuse to elaborate on why he wants this particular object, but, if asked for a reward, he will promise 100 Gp to each member of the group if they manage to bring back the item safely

If the players are okay with taking this mission, Ludwig will thank them for their cooperation, and recommend the taking their leave tomorrow morning, before walking out of the tavern and disappearing.

Ludwig will not be seen again by the players until they finish their job (If Jonas or Johana are asked about him, they will only say that he left them a message "Bring back the item to the tavern, we will meet again then")

## THE TRAVEL TO WYNEVERE

If everything goes according to plan, the players will leave the town at the next day by morning, and will set travel to the ruins of the academy, through the shaded woods.

## INTO THE WOODS TO RETRIEVE THE ITEM

The players will enter the woods shortly after leaving town, as it is the only way to the academy

A player with a passive investigation, perception, or survival of 13 or more, will be actually able to find an almost invisible long unused road, half covered by grass and trees, that takes to the academy.

Through the road, it should take a whole day of walking for the players to actually reach their destination.

Without the road however, it will take twice as much.

At the end of each day of walking, roll 1d4, if the result is a 1, 1d4 wolf writhes appear and attack the players. (This encounter may be deadly for a level 1 group, so give them a chance of escape if they choose to leave the wolves behind).

### THE WOLF WRITHES

To the naked eyes, wolf writhes are normal grey wolves, with slender bodies, overdeveloped fangs and without eyes. However, a creature with a passive perception of 12 or more can see the interior of their mouths is full of yellow eyes, and that two antlers sprout from the top of their heads. Wolf Writhes's skin is resistant to normal damage, but a creature that can see the eyes can attempt to attack them there, where they are vulnerable to all damage.

If the players successfully kill the wolves and choose to investigate them, a DC 13 survival check will reveal a **Counter Clockwise Metamorphosis** rune within the body of one of the wolves

## WYNEVERE, SCHOOL OF MYSTERIES

After a long walk, the players will finally arrive to their destination.

Within the woods, half rusted, overgrown by plants and twisted and bended, the players will find a 15 feet tall fence made of black iron bars.

If they walk around it, they will eventually come across a closed door (Behind the bars they will be able to see a building in ruins, and a half overgrown path leading to an even bigger building)

The lock of the door is too rusted and jammed to be lock-picked, but an easy DC 12 athletics check will allow the players to break the lock open, and open the door, which will move slowly and with a sharp screech.

The sound of the door will attract two wolf writhes, who will follow the players and attack them if they stay too long in the same place.

## THE WATCHER HOUSE

Right of the path, after the door, the players will find a two floors building, half overgrown and in complete ruins.

The door to this building is broken and can be opened easily.

Inside, the players will find a room filled with broken wooden furniture covered in white cloth (Searching the furniture will yield 10 Gp, 23 Sp, a rusty dagger, and a broken set of alchemist supplies

North of the room there is a staircase that takes to the second floor

The second floor of the building is completely destroyed. Furniture is completely shredded apart, there are claw marks all over the floor and walls, and part of the ceiling has fallen over.

This floor is home to two Color Writhes, which will attack everyone who can see them (See apendix A for creature statblocks, but, as a rule Color Wrights can only be seen by characters with at least 12 passive perception).

### COLOUR WRITHES

Though to the naked eye of a common person the colour writhes are invisible, a creature with enough perception can see them as they truly are: A big mass of everchanging, floating colours that swirl around in the air. They are attack striking creatures with their acidic bodies, but they have a hard time hitting creatures that cant percieve them.

They are extremely aggressive against creatures that can see them

On a corner of the room, half hidden by a broken bed the playres will find a skelleton, dressed in torn appart robes, which is holding an old, rusty key

## THE MAIN BUILDING

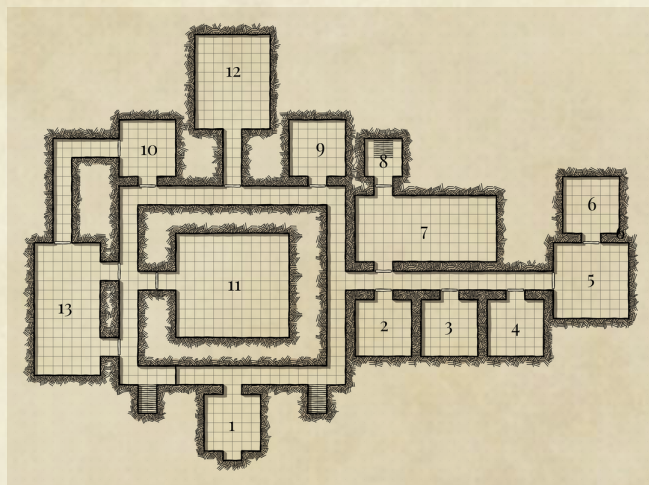
Beyond the watcher ´s building, the path takes to a second, much larger building, with also two floors, which is also in complete ruins.

the main entrance to the building is closed, and can only be opened with the rusty key, or with a DC 15 thieves tools check

If the players walk around the building, they will encounter a breach in the building’s wall, which will allow them to enter into a blocked corridor that cannot be accesed through the inside of the building

## THE FIRST FLOOR

The following is a map of the first floor of the building, a description of each room will be given along with it



### ROOM 1: THE ENTRANCE

The main door leads to a rectangular room of stone walls. A refined, black iron chandelier can be seen hanging poorly from the ceiling, and the floor is covered with what once was a blue carpet, which is dirty and ton apart.

In many parts of the room, the floor is ripped open and plants sprout from inside, crawling across the the walls. This room has a single exit, that leads to a perpendicular corridor. To the left, an enormuos part of the ceiling has broken down, blocking the way, and to the right, the corridor takes to a set of stairs, but, again, a big portion of the ceiling has fallen over, making the stairs unusable to anyone that can’t fly.

### ROOMS 2, 3 AND 4

The three next rooms are a set of classrooms, they are filled with old, broken wooden desks. There are books scattered all over the place, but they are to old and worn out to decypher. A dc 12 investigation check in room 3, however, reveals a spellbook, which contains the shield and sleep spells

### ROOM 5

The room 5 is a bigger classroom, filled with desks. In the middle of the room, an actual tree grows, breaking through the floor and the ceiling. This room has a set of closed doors that lead to room 6. The doors can be opened with a general key of the academy, or with a succesful DC 13 thieves tools check

Two Colour Writhes linger in this room, and will attack anyone that can see them

### ROOM 6

Room 6 is a laboratory, filled with stone desks and wooden shelves full of glass vials and laboratory equipment. In the dewsk, you can find a full set of alchemist supplies. In the shelves, you can find a flask



with 4 pills, (successful identification or usage reveals its a *Flask of Sedative Pills*) a vial of red liquid (Which is a *Vial of mind opener*) and two vials containing grey liquid (which are *Vials of mindflyer*), as well as 13 Gp  
A White Slug crawls on the ceiling of the room, and will drop on the head of unsuspecting players

### Room 7

Room 7 is a lecture room. An enormous, rectangular room filled with chairs in semicircular order, all facing a wooden desk in front of a chalkboard that occupies the entire south wall. Three corpses can be seen in some of these chairs, which, upon entering the room will animate into Malformed Students

#### MALFORMED STUDENTS

Malformed students are what is left of the once proud students of Wynevere. An uncomform force has turned them into ghoulish-like creatures, who will attack anything in sight. A creature with a passive perception of 13 or more will notice that they have elongated tentacles protruding through their heads

A path can be seen above, at second floor level, which connects two doors, but cannot be reached without flying.

Investigating the desk will reveal a sort of small inanimate white slug covered by cloth (which, upon successful identification, reveals to be an *Augur of the stars*)

North of the room there is a closed door, which leads to room 8 and is locked from the inside.

### Room 8

A small room containing shelves with various objects, and a small staircase ascending to the second floor.

The shelves contain one flask of sedative pills (containing 2 doses), a vial of mindflyer, and a vial of mind opener, as well as a dry and unusable augur of the stars.

### Room 9 AND 10

Two small Classrooms without anything relevant. A malformed student and a white slug roam room 9, waiting to attack anyone who dares enter, and a closed door on room 10 leads to a hallway leading to room 13

### Room 11

Room 11 is actually an enormous outer courtyard. The grass in this place is completely overgrown, there are various trees growing awkwardly in the space they have. In a corner of the courtyard, three wolf writhes and one dire wolf writhe seem to be distracted with something. Doing any sound without directly engaging the group will cause one of the lesser wolves to separate from the others, making it an easy pick. Killing all the wolves reveals an old sword hidden between the tall grass (which upon inspection is revealed to be a Longsword +1)

A successful DC 14 survival check on the dire wolf will reveal an **Arcane Lake** bloodrune within its body

### Room 12

Room 12 is a big classroom which extends a long way to the north. Lurking in this room there are two Colour Writhes and a Malformed Student, that will attack everything on sight.

Investigating the desks will reveal a Vial of mind opener and a spellbook containing the Arcane Lock and Augury spells

### Room 13

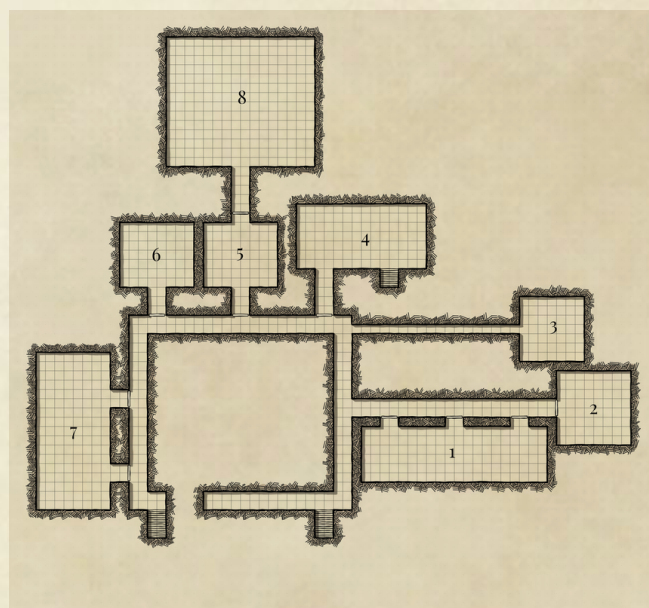
Room 13 is another lecture classroom, identical to Room 7. Four , malformed students lurk in this room, and a colour wraith sits in a corner, and will only attack if provoked

Upon reaching this point, the players will hear footsteps from above the ceiling.

At the end of the hallway, there is an actually usable set of stairs, that lead to the second floor.

## THE SECOND FLOOR

The following is a map of the second floor of the building. A description of each room will be given along with it



When the players first reach the second floor, the first member of the party will see a blonde woman walking across the corner at the end of the hallway. If the party rushes towards the woman, they will turn the corner only to discover she disappeared

## ROOM 1

Room 1 is a great bedroom with three entrances. Many beds are laid here each one with a small drawer and a chest. Three colour writhes wander this room, and they will attack everyone that sees them (however, they will refuse to leave the room under any circumstance).

If the players take the time to search every chest and drawer, they will find a vial of mind opener, a flask of sedatives with three doses, 40 Gp, 35 Sp and 100 Cp, as well as a spellbook containing the Silent Image and Thunderwave spells and a general key to the academy, that allows to open most doors in the building.

## ROOM 2

This is the room above the one with the tree growing in the middle. The floor of the room is completely broken, as a tree made its way through it.

In this room, a Malformed Student stands at the edge of the hole, watching the tree. It won't attack the players under any circumstance. If the players decide to kill it regardless, they'll find a **ClockWise Metamorphosis** bloodrune within its brain.

## ROOM 3

Room 3 is accessed through a narrow hallway that crosses above the Room 7 of the first floor, it consists of small and comfortable room with a couch, a small table, and a big shelf full of books.

If the players choose to investigate the shelves, they will find that the books are far too deteriorated to be read. However, from inside one of the books, a letter will drop, which is actually quite legible.

The Letter is written in an ancient dialect of common (listed under room 7)

## ROOM 4

Room 4 consists of a big kitchen, complete with a full yet pretty outdated kitchen furniture, including two stone furnaces and many Cook's Utensils. Inside each furnace lays a white Slug, that will attack the players if provoked.

## ROOM 5

Room 5 is locked behind door, which can be open with a general key or with a successful DC 14 thieves tools check. This room is a small atelier, filled to the brim with maps of the sky, scriptures too damaged to decipher a spellbook containing the Magic Missile spell, as well as an Augur of the Stars sitting on a table. In the center of the room, the players will find what appears to be the corpse of a raven queen over a floor drenched in blood.

## ROOM 6

This room is another classroom, but this one is completely destroyed, with desks shattered and

scattered everywhere. On a corner of the room, the players will find a Stray Beast. Upon defeating it, the players will find a key to the observatory on its mouth.

## ROOM 7

Another bedroom full of lined beds. Three Malformed Students and a colour writhes stay at this room, and will attack the players if they dare to enter.

If the Players investigate the room, they will find two vials of mindflayer, 36 Gp and 40 Sp.

### DEAR ALARION

I hope you are having a wonderful holiday there in Titcher, it must be really hot these days, but I bet the sights are a true wonder.

Here things are... boring, I have already finished all my assignments and have nothing to do around.

About Nikola, he is... broken, ever since Elizabeth passed away he has been gone. He passes most of his days at the graveyard or locked in the laboratory. I really wish I could do something about him, but, I've tried everything, nothing brings him back...

About me, there is not much to say. The other day, while I was wandering around the forest, I came across a small baby raven, left behind by her mother. I couldn't stomach letting her die there in the forest, so I took her back to the dorms. I named her Regina, because the small feathers of her head look like a tiny crown. I am started to get attached already.

Anyways I hope you return soon and well. Sir Richard is organizing an archeological expedition to the east of the mountains, but I convinced him of waiting for you.

Who knows, maybe this is what takes for Nikola to recover his soul.

In any case, I wish you have a great time, I promise I'll do my best while you are away...

Your Dear friend

Ethan Carter

## ROOM 8: THE OBSERVATORY

After finding and fighting their way across the building, the players will finally find their way into the great observatory that towers over the academy.

This observatory consists of a large, circular room with a telescope in the middle, and a great glass dome through which the players can see the starry night sky (regardless of whether it is day or night outside). The walls of the room are filled with various shelves and desks.

In this room, the players will finally meet Miranda, who will inevitably challenge them to a fight.



### MIRANDA, THE ELDRITCH CLERIC

An adult, human woman with long, golden hair, dressed in blue and black robes, and who covers her eyes with a black cloth with golden linen, she has long, black tentacles protruding from her back, which she uses to fight. Someone with a passive perception of 14 or more, will notice she has dozens of red eyes floating in the air around her, only visible to those with enough perception

Miranda is a warlock, and one of the highest ranking members of the Brotherhood of the Third Eye

She is a cruel, cold woman that cares very little for the lives of others, and would do anything to complete her goals.

However, she is also curious, and never shuns a good fight. Miranda is at the ruins of wynevere after following the trace of a wandering raven queen, who seemed to be attracted to that place.

Shortly after killing the queen, she encounters the players. Merely seeing her is reason enough to kill them all, but she chooses to toy with them, using only a fraction of her power.

If the players manage to put a good fight against Miranda, and lower her hp enough, she will be surprised at their strength, and will choose to walk away and let them leave, to meet them again another day...

If a player is a warlock, Miranda will notice this, and will attempt to make him join the Brotherhood of the third eye, while never giving too much information about it. Regardless of the player answer or actions, when disappearing after the fight, she will leave behind a black card that reads the following in white letters:

*"The truth lies beyond the eyes of men, rise before the morning stars, where the night sky kisses the earth"*

Miranda will talk a lot while fighting the players, mocking and insulting them. If confronted about the raven queen, she will laugh and mention how much of an easy prey she was.

When "Defeated", before disappearing she will mention the Brotherhood, and threaten the players to always watch their backs

After the encounter with Miranda, the players can investigate the room, and they will find the object they are looking for over a table.

## THE AFTERMATH

After the players retrieve the ornament, they will probably be extenuated and full of questions due to their fight against Miranda. Their priority, however, will be to return to the town with the item to receive their reward (This is a perfect moment to bring up those two Wolf Writhe who they attracted at the beginning just to shake their fear)

When the players leave the observatory, they will find a woman in black garbs mourning over the dead raven queen. If questioned about it, she will introduce herself as Annabeth, a raven mourner. She will inform the

players that she means no harm, and that her job is to guide the soul of the queen to the great beyond

### THE RAVEN MOURNERS

The raven mourners are a group of people gathered by Ethan Carter. They do not possess the raven curse, as they are mere mortals. However, they are trained with special rituals that can guide the souls of deceased raven queens to transcend safely to the other side, preventing them from ending up trapped in Ophelia's Dream

Annabeth carries nothing of value and uses the commoner statblock if engaged in battle

## RETURNING THE ARTIFACT

Once the players finish their matters at the academy, they will return to the town of Amidwight to return the item to Ludwig Holland.

They will find him at the tavern, sitting at the bar, waiting for them.

After presented with the item, he will be shown very happy, and will thank the players profusely, rewarding them with 100 Gp each.

If the players mention anything about their encounter with Miranda Ludwig will react with confusion, swearing that he didn't thought it would be so dangerous, and he has no idea who this woman is.

On the other hand, if the players mention the death of the raven queen, Ludwig will genuinely look sad at the notice, and will ask questions about it.



# APENDIX A

The Ruins of Wynevere Monster Statblocks and Items





# THE MONSTERS OF WYNEVERE

## WOLF WRITHE

Medium Monstrosity, Unaligned

**Armor Class** 13  
**Hit Points** 26 (4d8+8)  
**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	5 (-3)	16 (+3)	10 (+0)

**Condition Immunities** charmed  
**Senses** Blindsight 30 ft., passive Perception 15  
**Languages** None  
**Challenge** 1/2 (100 XP)

**Bestial Resilience.** The wolf writhe is resitant to piercing, slashing, and bludgeoning damage from non magical attacks. A creature with a passive perception of 12 or more can see the wolf eyes inside its mouth and can attempt to attack them (with dissadvantage). When hit on its inner eyes, the wolf is vulnerable to all damage.

**Keen Hearing and Smell.** The wolf has advantage on Wisdom (perception) ability checks that rely on hearing or smell.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

## DIRE WOLF WRITHE

Large Monstrosity, Unaligned

**Armor Class** 13  
**Hit Points** 31 (5d8+8)  
**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	12 (+1)	5 (-3)	16 (+3)	10 (+0)

**Condition Immunities** charmed  
**Senses** Blindsight 30 ft., passive Perception 15  
**Languages** None  
**Challenge** 1 (200 XP)

**Bestial Resilience.** The wolf writhe is resitant to piercing, slashing, and bludgeoning damage from non magical attacks. A creature with a passive perception of 12 or more can see the wolf eyes inside its mouth and can attempt to attack them (with dissadvantage). When hit on its inner eyes, the wolf is vulnerable to all damage.

**Keen Hearing and Smell.** The wolf has advantage on Wisdom (perception) ability checks that rely on hearing or smell.

**Pack Tactics.** The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

## WHITE SLUG

Small Monstrosity, Unaligned

**Armor Class** 12  
**Hit Points** 22 (5d8)  
**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	14 (+2)	16 (+3)	10 (+0)

**Condition Immunities** charmed, frightened, prone  
**Senses** Blindsight 30 ft., passive Perception 15  
**Languages** None  
**Challenge** 1/4 (50 XP)

### ACTIONS

**Call beyond.** *Ranged Spell Attack:* +4 to hit, reach 20 ft., one target. *Hit:* 8 (2d4+2) force damage.



## COLOUR WRITHE

Medium Monstrosity, Unaligned

**Armor Class** 12

**Hit Points** 22 (5d8)

**Speed** Fly 30 ft. (they always stay 5 feet above the ground)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	5 (-3)	20 (+5)	10 (+0)

**Condition Immunities** charmed, frightened, prone

**Senses** passive Perception 15

**Languages** None

**Challenge** 1/2 (100 XP)

**Cuantic Body.** The colour writhes are invisible to anybody with a passive perception of less than 12. However, they have disadvantage on attack rolls and can't use their maddening grasp on creatures with a passive perception of 10 or less.

### ACTIONS

**Bash.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) acid damage.

**Maddening Grasp.\*** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) psychic damage. If this attack hits, the creature is grappled, and must succeed on a DC 13 intelligence saving throw or receive a short term madness effect

## STRAY BEAST

Large Monstrosity, Unaligned

**Armor Class** 13

**Hit Points** 37 (6d8 + 8)

**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	12 (+1)	5 (-3)	14 (+2)	10 (+0)

**Condition Immunities** charmed, frightened

**Senses** passive Perception 12

**Languages** None

**Challenge** 2 (450 XP)

**Bloodhound.** The creature can use its reaction to move towards a creature.

### ACTIONS

**Multiattack.** The Stray Beast makes two attacks with his claws

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (2d4+2) force damage. A creature hit by this attack must succeed on a DC 10 Constitution saving throw or contract Lycanthropy. If a creature succeeds on this saving throw, it automatically succeeds on the same save for the next minute.

## MALFORMED STUDENT

Medium Aberration, Unaligned

**Armor Class** 12

**Hit Points** 27 (5d8+5)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+2)	8 (-1)	16 (+3)	5 (-3)

**Condition Immunities** charmed, frightened

**Senses** Blindsight 30 ft., passive Perception 13

**Languages** None

**Challenge** 1/2 (100 XP)

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage. A creature hit by this attack is also grappled

**Intellect Devouring.** The student pierces the head of a grappled creature with its tentacles, and sucks their intellect. The creature must make a constitution saving throw (DC 13) taking 12 (3d6) on a failed save, or half as much on a successful one. If the creature fails the save its intelligence is reduced by 1d4 until it takes a long rest and receives a short madness effect.



## MIRANDA

Medium Humanoid, Neutral Evil

**Armor Class** 14

**Hit Points** 50 (9d8 + 10)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	18 (+4)	20 (+5)	12 (+1)

**Condition Immunities** -

**Senses** Blindsight 30 ft., passive Perception 19

**Languages** None

**Challenge** 3 (700 XP)

**Unseen Eyes.** Miranda can effectively see in every direction at the same time, as well as into the ethereal plane, and can see invisible creatures.

### ACTIONS

**Multiattack.** Miranda makes two tentacle attacks

**Tentacle.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

**Fathomless Call (1/day).** Miranda makes two 20 feet long tentacles spawn from the ground at any place within 60 feet, which have an AC of 12 and 20 hit points. As a bonus action, she can make an attack with the tentacles against any creature within 20 feet of it, using the same stats as her tentacle attack

**Spellcasting.** Miranda is a spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Miranda has the following Warlock spells prepared:

(At Will): *Eldritch Blast (as a 5th level caster)*, *Hex*  
(2/short rest): *Charm Person*, *Hellish Rebuke*, *Misty Step*,  
*Thunderwave*  
(1/Day): *Dimension Door*

(Perception) and Wisdom (insight) ability checks for 1 minute.

### VIAL OF MINDFLAYER

*Wondrous Item, Uncommon*

A glass vial containing one dose of a thick, grey liquid, that tastes like spinal fluid. A subproduct of Wynevere studies, produced for those who couldn't bear the weight of the truth.

When consumed, it decreases the user's passive perception by 5 and grants disadvantage on Wisdom (Perception) ability checks for 1 hour

### AUGUR OF THE STARS

*Wonderous Item, Uncommon*

A tiny white slug, that one fell from the sky, or so is believed.

When you crush this slug, it releases tendrils of energy that strike every creature in front of you. Every creature in a line 5 feet wide and 10 feet long in front of you must make a Constitution saving throw, taking 3d8 force damage on a failed one, or half as much on a successful one.

## MAGIC ITEMS OF WYNEVERE

### FLASK OF SEDATIVES

*Wondrous Item, Common*

This brown, cristal flask contains from 1 to 6 doses of sedative pills.

When consumed, it cures the user from any short term or long term madness effect, or the frightened condition

### FLASK OF MIND OPENER

*Wondrous Item, Uncommon*

A glass vial containing one dose of blood-red liquid, it tastes sour. The mind opener is the peak of Wynevere's science, a liquid that can ascend the human mind, granting a short lived, but very real, eldritch revelation.

When consumed, it increases the user's passive perception by 5 and grants advantage in Wisdom



# APENDIX B

Spells and other magic items





# NEW SPELLS

## GREY WIND

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S

**Duration:** Instantaneous

You summon a strong gust of necrotic force that withers flesh and bone. Every creature on a 30 feet long, 10 feet wide line must make a constitution saving throw, taking 4d6 necrotic damage on a failed one, or half as much on a successful one.

**At Higher Levels:** When cast with a spellslot of 3rd level or higher, this spell deals 1d6 more damage per level above 2nd

**Classes:** Warlock, Wizard

## LYCANTROPHY

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** S, M (20 sp which the spell consumes)

**Duration:** Instantaneous

As you conjure upon yourself the strength of a werewolf, your teeth grow into powerful fangs for an instant. Make an melee spell attack against a creature within 5 ft. On a hit, it takes 4d8 piercing damage.

If the spell is cast under the moonlight, the damage increases by 2d8 and becomes acid damage. If the caster doesn't provide material components, it must succeed on a Constitution save against its own spell DC or be affected by lycanthropy.

**At Higher Levels:** When cast with a spellslot of 4th level or higher, this spell deals 1d8 more damage per level above 3rd

**Classes:** Druid, Ranger

## FOXBRAND

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** Self

**Components:** S, V

**Duration:** 10 minutes

Conjuring upon yourself the spirit of a feywanderer, you gain some insight on your surroundings. For the duration, your speed increases by 5 ft. and you gain advantage on wisdom ability checks that rely on hearing or smell.

**At Higher Levels:** When cast with a spellslot of 2nd level or higher, your movement increases by 5 feet more per level above 1st

**Classes:** Druid, Ranger

## UMBRAL STEP

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** S, M (A tiny object from another plane)

**Duration:** Instantaneous

For an instant, you become a mass of dark energy and phase through a piece of reality. As a reaction when a creature targets you with an attack, you can teleport to an unoccupied space within 20 ft. of you. If you end beyond the range of the attack, it misses.

On your next turn, you can return to that space if it is still unoccupied as an action, and every creature within 20 feet of it must succeed on a dexterity saving throw or take 4d6 lightning damage.

**At Higher Levels:** When cast with a spellslot of 4th level or higher, the damage increases by 1d6 per level above 3rd

**Classes:** Warlock, Sorcerer

## WEAVE BLACK

*6th-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet.

**Components:** S, M (A thread of black silk)

**Duration:** 1 minute (requires concentration)

You conjure a bead of black matter and make it explode on a 20 feet square within range, covering the area with a web of black silk that withers anything that touches it. Every creature that enters the area must succeed on a Dexterity saving throw or be restrained for the duration. A creature restrained this way takes 8d4 necrotic damage at the start of each of its turns, and can use an action to make a strength check against your spell DC, breaking free on a successful one.

The area covered by the spell is difficult terrain, and a creature that moves through it takes 1d4 necrotic damage for every 10 feet it traverses.

**Classes:** Warlock

# MAGIC ITEMS

## HEALING BLOOD

*Wondrous item, Rare*

A small glass flask containing blood extracted from a higher being, it has the power to quickly mend wounds. When consumed or injected onto a creature, it recovers hit points equal to 50% of its maximum health. If a creature drinks this blood too frequently, it gains a permanent madness effect.

## EXECUTIONER

*Weapon (Trick Weapon, Shortsword/Greataxe), Legendary (requires attunement by a Hunter)*

A trik weapon composed of two parts, a thin, lightweight sword, which can be placed into an axe blade to transform into a battle axe.

**Complex Mechanism** This trick weapon consist of two seaprate parts. Because of this, it takes a bonus action to switch between modes.

### **Sword Mode. (Finesse, Light)**

- You Have a bonus of +2 to attack rolls and damage rolls made with this weapon
- This weapon emits bright light on a 20 ft radius whenever a shapechanger is within 20 feet of it

### **Axe Mode. (Heavy, Two-Handed)**

- You have a bonus of +2 to attack rolls and damage rolls made with this weapon
- This weapon deals 3d6 extra radiant damage against shape changers

## HUNTER'S GARB

*Wondrous Item, Rare (requires attunement)*

This long black leather coat is made to withstand the strike of beasts's sharp claws, providing protection while not impeding your movement.

While wearing this coat and no armor, your AC is 13 + your dexterity modifier, you have resistance to necrotic damage, and you can't be affected by lycanthropy.

## SILVER ROSE

*Weapon (Longsword), Legendary (requires attunement)*

This silver, fine longsword has a thin, lightweight blade. The handle an crossguard is engraved with the image of a rose, and small spikes grow from the pommel, hurting the wielder.

The blade is infused with an inhuman, immense sadness, that sips into the mind of the wielder, taking a heavy toll in the mental health of the user.

You Have a bonus of +3 to attack rolls and damage rolls made with this weapon.

**Weight of Mind.** For a creature that is not attuned to this weapon, it gains the Heacy property. For a creature that is atunned to the sword, it gains the Finesse property.

**Silvered.** This weapon counts as silvered for the purpose of overcoming resistances and immunities.

**Vampiric Blade.** When you hit a creature with this blade, it takes an additional 2d6 points of necrotic damage, and you recover hit points equal to half the necrotic damage dealt with the attack.

## BOLT PAPER

*Wondrous item, Uncommon)*

A small, gray and hard paper with gray filaments that give a soft shock to the touch. When grinded against a weapon's surface, it spawns lightning bolts that spread all around the surface, giving it a shocking edge.

When applied as a bonus action, grants a weapon an additional 2d6 points of lighning damage for 1 minute.

## BONE MARROW ASH

*Wondrous item, common*

A white dust made of bone marrow from a stray beast, crafted by hunters to increase the efficiency of firearms. It is used as gun powder.

The bone marrow ash is applied to a firearm weapon as it is loaded. It causes the next attack made with said weapon to deal max damage.

## DARK PARASOL

*Wondrous item, Uncommon*

This black umbrella was crafte with magic spells by Catherine Holland, the vampiric ravenqueen. While it can very well serve to protect you against the rain, its main purpose is to protect a vampire against the light of the sun.

When carried in one hand, this magic umbrella nullifies your sunlight sensitivity and increased sunlight sensitivity features.